



THE LEGEND OF
ZELDA[®]
MAJORA'S MASK[™]

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AWESOME 3D MAPS INSIDE!

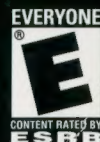
SEALED SECRETS SECTION

includes
Final boss battle strategies
& Golden Skulltula locations!



Elizabeth M. Hollinger
James M. Ratkos

primagames.com







THE LEGEND OF ZELDA[®] MAJORA'S MASK[™]

Prima's Official Strategy Guide

Elizabeth M. Hollinger
James M. Ratkos

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How to Use This Guide Effectively

The Legend of Zelda: Majora's Mask is the sequel to the popular action role-playing game *The Legend of Zelda: The Ocarina of Time*. You do not need to have played any of the previous Zelda games to enjoy *Majora's Mask*, but it helps! Many of the conventions pioneered in *Ocarina of Time* are present in *Majora's Mask* and you'll have an easier time getting into the flow of the game if you are familiar with the game engine, weapons, and other items unique to the Zelda universe.

The premise of *Majora's Mask* is simple; Link has to save the world in three days. With the Ocarina of Time, the instrument given to him by Princess Zelda of Hyrule in his last adventure, Link can relive those three days as many times as needed to perform the tasks required to save Termina from destruction.

Of course, Link is the only character in the game effected by the Ocarina's time-traveling abilities. All of Termina's other inhabitants go about their daily routines as if nothing has happened. When Link resets time, all of his interactions with the people of Termina are erased from their minds. Conversations never happened, rescues never occurred, and, on the plus side, treasure chests were never opened. Very few things escape the vortex of backward time travel except the things that Link needs to complete his quest: such as weapons, equipment, and masks.

The time-travel element of *Majora's Mask* makes it difficult to provide a straightforward, narrative walkthrough of the game. Instead, the walkthrough section has been split into two parts to better cover all of the events. Chapter 3 contains a "Golden Path" flowchart of all of the game's events from the required to the optional. If you need to know where to go next or just what sub-quests you can complete at a specific point in the game, look to this flowchart for the answer.

Chapters 4 through 10 contain detailed analyses of the different regions in Termina. Within these sections, normal events, as well as the locations of Pieces of Heart, masks, and other items, are covered in detail. In addition, detailed maps reveal all the locations of Pieces of Heart, treasure chests, Hidden Holes (and their contents), and other important items. You'll also find handy legends next to each map. The symbols on the map are as follows:

- 1 Purple Numbers reveal the location of shops, buildings, or the sites of other important events.
- 1 Green Numbers reveal the location and contents of treasure chests.
- 1 Blue Numbers reveal the location and contents of Hidden Holes.
- SC Scarecrow Icons reveal the places where you can summon a Scarecrow for assistance with the Scarecrow's Song.
- Fairy Icons indicate the location and order in which you can find Fairies missing from their local Great Fairy Fountains.
- Heart Icons show which Pieces of Heart can be found in a certain area. Refer to Chapter 13 for more detailed information.



To help you get through the huge Temples in the Woodfall, Snowhead, Great Bay, and Ikana regions more efficiently, you'll find a step-by-step walkthrough at the end of the chapters covering those areas. To discover the secrets of the final Temple and Boss battles, you'll have to rip open the Sealed Section in the back!

Finally, Chapters 11 through 17 contain information about the Bombers' Notebook quests, the location and use of all of the items and masks, where and when to find all 52 Pieces of Heart, and how to defeat the monsters that plague Termina. You'll also find a listing of all of the songs used in the game, including those which are only hinted at! Use the information in these chapters at your own risk and only if you want quick and easy answers to your questions!

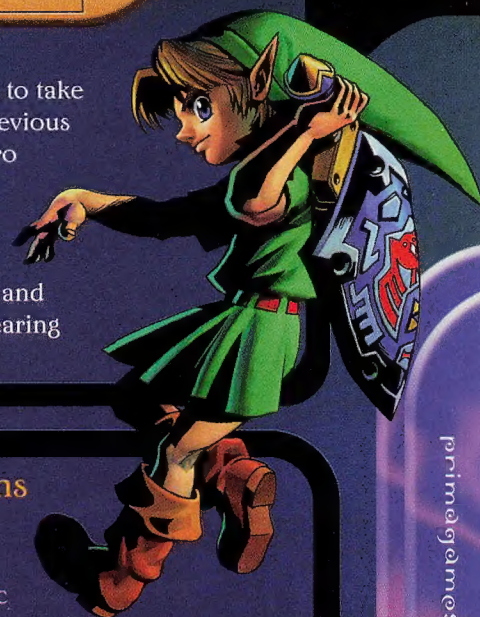
What are you waiting for? Get going and have some fun!

How to Survive the Impending Doom

After defeating the mighty Ganondorf and saving the land of Hyrule, our hero decides to take a more personal journey. However, he finds himself in a precarious position when a devious little Imp steals the Ocarina of Time and his steed, Epona. And with this event, our hero finds himself caught up in yet another adventure of grand proportions.

Controlling Link

You can make Link perform a variety of actions, including walking, running, jumping, and swimming. Listed below are the basic actions that Link can perform while he is not wearing any masks.



Basic Actions

Make Link walk and run by moving the Control Stick from its neutral position. The farther you move the stick, the faster Link moves, until he breaks into an all-out sprint. Jumping is performed automatically. When you approach a ledge or cliff, you jump off of it. If you move the Control Stick slightly when next to a ledge, Link drops down and hangs onto the ledge. From this position, you can navigate hand-over-hand or drop down by pressing (A). Press up on the Control Stick to have Link climb back up onto the ledge.

Hold (Z) to allow Link to remain face-forward while moving in a given direction (like sidestepping). In addition, during combat (Z) allows you to target and lock onto an enemy.

When Link enters a body of water that is too deep to stand in, he automatically swims. Press (B) to swim faster and press and hold (A) to dive below the water's surface. The amount of time you can remain underwater is displayed over the (A) Button icon on the Game Screen.



Pressing (L) displays or hides the map (maps only appear if you've purchased one for the current area from Tingle). Press (R) to raise your Shield in a defensive position. Press (C)▲ to change your perspective from a third-person view to Link's point of view or to converse with Tatli, if she has something to say. The functions of the remaining (C) Buttons vary depending on what items you've equipped to them (see the subscreen section that follows).

Pressing (A) performs the actions displayed in the blue near the top-right section of the Game Screen, and (B) swings Link's sword.

Basic Battle Actions

There are many ways to control Link's sword. Listed below are the basic forms of using it.

Action	Command
Jab	Press (B)
Vertical swing	Press and hold (Z) or press up on the Control Stick while pressing (B)
Horizontal slash	Hold (Z) and press either left or right with the Control Stick while pressing (B)
Stabbing motion	Hold (Z) while pressing up on the Control Stick and pressing (B)
Roll Attack	Press up on the Control Stick while pressing (A)
Raise Shield defensively	Press and hold (R). Change the Shield's direction by moving the Control Stick while holding (R)



Tip

Targeting an enemy with (Z) not only allows you to track that creature's movements, but also prevents any other enemies in the vicinity from attacking you while you're engaging the targeted creature. This can be extremely helpful when you enter a room filled with creatures and your Health Meter is low.



Advanced Battle Actions

Link can also perform some more advanced actions such as back flips and side jumps by performing the combinations listed here:

Action	Command
Leap in air and slash with sword	Hold [Z] while pressing [A] . Successful attacks inflict twice as much damage as a normal slash.
Side jump or back flip	Move the control stick left, right, or backward while holding [Z] and pressing the [A] . Use this quick move to dodge an enemy's attack.

Game Screen

As you make your way through the land of Termina, the following information is available on the main Game Screen:

Life Energy

The line(s) of Heart Containers displayed in the upper-left corner represent Link's Life Energy. As you take damage, the containers empty. When all of the Hearts are depleted, Link faints and restarts back at the entrance of the last area entered. Life Energy can be replenished by collecting the small Hearts that appear after defeating some enemies, cutting through clumps of grass, or visiting a Great Fairy.



Magic Meter

The Magic Meter is the green bar in the upper left corner of the screen, underneath the Heart Containers. Once Link has gained magic power from the Great Fairy, he can use magic-based attacks as long as the meter is not empty.



TiRo

At the beginning of the game, you can carry a maximum of 99 Rupees. With the Adult Wallet or Giant Wallet, you can hold 200 or 500 Rupees respectively.

Rupees

The number of Rupees that you are currently carrying is displayed in the lower-left corner of the screen. The color of the Rupee represents the size of wallet that Link has.

[A] and **[B]** Icons

The green and blue icons representing **[A]** and **[B]** are displayed at the top right of the screen. Depending on the action that you are allowed to perform, an icon or word appears over them. **[A]** is used mostly to perform actions and **[B]** to attack.

[C] Icons

The yellow icons displayed at the top right of the screen for **[C]◀**, **[C]▼**, and **[C]▶** represent the items associated with each button. Pressing the corresponding button lets you use the item.

Clock

Time passes rather quickly in the land of Termina; each day lasts approximately 24 minutes. A sundial-like clock at the bottom center of the screen shows you the current day, hour, and minutes. Each time the light representing the minute hand makes a complete revolution, an hour passes. When day turns to night, the revolving sun icon is replaced with a crescent moon icon. This allows you to tell how much time has passed when you've spent a long time within a dungeon.

Map

The map of the current area is displayed in the lower-right portion of the screen. This map can be toggled on and off by pressing **[M]**, but it only displays after you've purchased the map for the area you're in from Tingle. The red arrow on the map represents the point that Link entered the area, while the yellow arrow represents Link's current position and direction.

The Subscreens

Pressing **(START)** pauses the game and brings up the subscreens. The four subscreens are the Map Subscreen, the Select Items Subscreen, the Select Masks Subscreen, and the Quest Status Subscreen. Once the subscreen window appears, use **[Z]** and **[R]** to move left and right between them.

Map Subscreen



While you're exploring the towns and countryside, this screen shows the world of Termina. As you explore the areas outside of Clock Town, the fog on the map is lifted, revealing the areas that you've visited. Identify areas that you need to return to by moving the cursor over the location circles on the map. Your current location is displayed with a small icon of Link's head.



When you are in any of the Temples in Termina, this subscreen changes to display information regarding that Temple. The upper-left portion of this screen shows the level information: the number of floors within the dungeon. The Link and Skull icons on either side of the floors show the level that you're currently on and the level where the Boss Room is located. By moving the cursor up and down you can view the layout, displayed on the right side of the subscreen, of the selected floor.

Directly below the level information is a counter for the Stray Fairies that you've collected. Trapped within each Temple Dungeon are 15 Stray Fairies. While some of them can be found floating about freely, most are trapped in soap-like bubbles or found within closed chests.

Finally, the lower-left portion of the screen contains places to hold the Boss key, Compass, and Dungeon Map. Collecting the Dungeon Map uncovers all areas of the current dungeon in the layout portion of the subscreen, displaying them as a hollow outline until you visit them for the first time. After that, they appear in blue on the layout. Likewise, once you locate a dungeon's Compass, the locations of all the remaining unopened treasure chests display as small orange boxes and the location of the Boss Room appears as a Skull icon.

NOTE

When you exit a dungeon and/or save the game using the Song of Time, all switches, triggers, and originally locked doors within the dungeons are reset, but any Compasses, maps, and weapons that you have collected remain in your possession.

Item Subscreen

Items that you've purchased and acquired are displayed on this subscreen. Your Ocarina and weapons end up on the top shelf, while supplemental items such as bombs, Deku



Sticks and Nuts, Magic Beans, etc. fill the middle section, leaving bottles to fill the bottom shelf. The right shelf is used to store Event items. Event items are objects that you gain while participating in certain side-quests. Items from this screen are equipped by selecting them from **◀**, **▼**, or **▶**. Once they are selected, you can use them by pressing the corresponding **©** button from the Game Screen.



Tip

Once you've rescued all 15 Fairies, visit the Great Fairy

Fountain located near each Temple to receive a gift from the Fairy within.





Items

If you've played any of the previous *Legend of Zelda* titles, then many of the items that you can obtain in *The Legend of Zelda: Majora's Mask* will appear familiar to you. To use an item, first assign it to ◀, ▼, or ▶ from the Select Item Subscreen. Once you've assigned an item, you can use it by pressing the corresponding button from the Game Screen.

Ocarina of Time

Your most prized possession, the Ocarina of Time allows you to perform wondrous actions when the proper melodies are played. However, for some of the songs to have an effect, you must be standing in the proper place and/or wearing the appropriate mask while performing the melody.

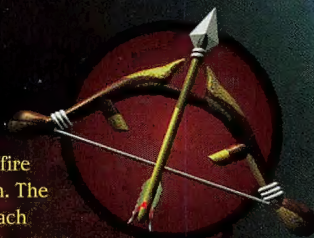


NOTE

Magic Arrows consume magic points, with the Light Arrows using the largest amount of MP. Once your Magic Meter becomes empty, the Bow automatically reverts to shooting normal arrows until you are able to replenish the meter with a Green or Blue Potion.

Hero's Bow

After equipping the Hero's Bow, you can fire arrows by pressing the appropriate button. The first press arms Link with the Bow, and each subsequent press fires an arrow until you run out. Once the Bow is drawn, hold down the button to draw the bowstring, and switch to Link's perspective (▲), allowing you to better target your enemies. If you press Z to target an object while the bow string is drawn back, the point of view pulls back.



Standard Bomb

Remove blocked passageways and uncover secret areas by placing a bomb near the obstacle. When you press the C button that the bomb is equipped to, the bomb lights, giving you a short time to place it before it detonates. You can throw a held bomb by pressing A if you are walking or running, or drop it while you are standing still.



NOTE

You won't be able to carry any bombs until you purchase a Bomb Bag from the Trading Post in Clock Town.

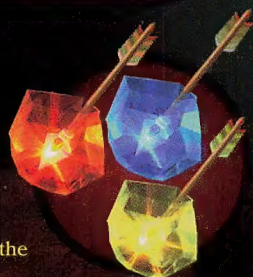
TIP

Although you can purchase them in the Trading Post store in Clock Town, a plentiful supply of arrows can be found in the shrubbery in Termina Field. But they won't do you much good until you've acquired a Bow from within the Woodfall Temple.



Magic Arrows

Three varieties of Magic Arrows can be found in Termina. To use a Magic Arrow, select one of the Magic Arrow types using the cursor, then press the C button the Bow is equipped to.



Powder Kegs

These huge, gunpowder filled barrels pack quite a wallop. Just don't get caught in the blast radius! Although you can only carry one of these at a time, they are much more powerful than standard bombs and will remove even the largest of boulders.



NOTE

You have to be certified by a Goron explosives expert before you can purchase Powder Kegs.

Bombchu

Bombchus are the latest in explosive technology. Set one down and watch it scamper away, even up walls or onto ceilings! It explodes when its internal fuse burns out or it strikes an obstacle.



Bottles

The Select Item Subscreen accommodates up to six bottles. As you progress through the game, you can collect and fill every position. Bottles can store items such as spring water, bugs, fish, magic potions, etc. Fill a bottle by pressing the button it is equipped to. Use the contents of a bottle by pressing the same button again.



Deku Nuts

Throwing one of these to the ground causes it to explode in a bright flash, temporarily blinding most enemies and stopping them dead momentarily. Act quickly and use the distraction to your advantage.



note

Sometimes you can only use the contents of a bottle in a specific area. You receive a message stating: "This item cannot be used here" if the time and location are not right.

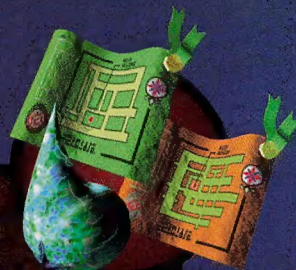


Tip

When you are Deku Link, you can drop Deku Nuts like a dive-bomber while gliding using a Deku Flower.

Event Items

Items that you acquire while performing certain events appear on the right side of the Select Item Subscreen. During some events you're asked during a conversation to produce the item. Use  to access the subscreen and assign it to one of the  buttons (if it isn't already) and then offer it by pressing the button that you've assigned it to.



Deku Sticks

While you can arm yourself with these long sticks, they're rather fragile and tend to break easily. They double up perfectly as torches, although they tend to burn out rather quickly.



Caution

If you use the Song of Time to save your game, you lose all Event items that you have at the time.

Hookshot

The Hookshot shoots forth a retractable chain. Use it to reach far-away areas by targeting certain objects and then shooting out the chain and pulling Link to the destination. It can also be used to pull objects from out-of-reach areas.



note

When you aim the Hookshot, a red dot appears on the object being targeted when that object is within range. If the dot disappears, then the object you're trying to reach is out of the Hookshot's range.

note

Items that have limited uses such as bombs, arrows, Magic Beans, and Deku Nuts and Sticks are lost when you save the game and return back to the first day using the Song of Time.

Pictograph Box

This camera is initially used when you enter the Swamp Tourist Center Pictograph Contest in the Southern Swamp. While it can store only one picture at a time, you can replace the current photo with another at any time.





Mask Subscreen

Masks that you've collected while you explore the lands of Termina are displayed here. Masks are equipped just like items, and once a mask is equipped, you can don it by pressing the corresponding button. While wearing a mask, Link becomes endowed with special properties. Actions that can be performed while wearing a mask appear over the **A** icon on the Game Screen. In addition to the actions that regular masks provide, three special masks that Link acquires during the course of the game allow him to transform into the likeness of that creature. Here is a quick run-down of these masks.



Deku Link

Shortly after encountering the Imp in the forest, Link finds himself in a precarious position as he is transformed into a Deku Shrub. After Link successfully recovers the Ocarina of Time, the Happy Mask Man removes the curse leaving you with a mask that allows you to transform, at will, into a Deku Shrub.

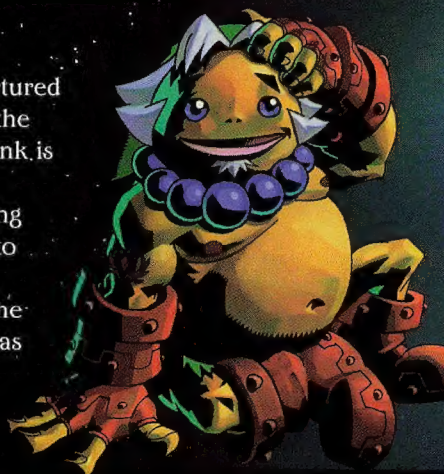
As Deku Link, the following special abilities become accessible:

-  PRESSING **A** LAUNCHES DEKU LINK INTO A SPINNING WHIRLWIND. WHILE SPINNING, YOU CAN CUT THROUGH CLUMPS OF GRASS OR STRIKE ENEMIES.
-  BY BURROWING INTO A DEKU FLOWER USING **A**, YOU CAN LAUNCH YOURSELF UP INTO THE AIR AND GLIDE FOR A SHORT PERIOD OF TIME (YELLOW DEKU FLOWERS ALLOW YOU TO GLIDE LONGER DISTANCES). GLIDING ALLOWS YOU TO REACH AREAS NOT NORMALLY ACCESSIBLE.
-  AFTER VISITING THE GREAT FAIRY AND GAINING MAGIC POWER, YOU CAN SHOOT BUBBLES. THIS ACTION **B** REQUIRES MAGIC, SO IF YOUR MAGIC METER IS EMPTY, YOU CAN'T USE THIS ATTACK.
-  AND FINALLY, AS A DEKU SHRUB, LINK CAN HOP ACROSS SHORT DISTANCES OF WATER. AS YOU HOP, THE NUMBER OF HOPS REMAINING (BEFORE YOU SINK) IS DISPLAYED OVER THE **A** ICON AT THE TOP OF THE SCREEN.

Goron Link

After freeing the tortured soul of Darmani in the Mountain Village, Link is rewarded with the Goron Mask, allowing him to transform into a Goron himself.

After donning the Goron Mask, Link has the following special abilities:



Tip

As Deku Link, it is impossible to trigger certain switches. Simply remove the mask to trigger the switch.

Caution

Goron Link, like all Gorons, is extremely heavy and swims as well as a stone. While wearing the Goron mask, steer clear of deep waters!

-  HOLDING **A** CAUSES GORON LINK TO CURL INTO A BALL. WHILE HOLDING **A** AND PUSHING THE CONTROL STICK, YOU CAN ROLL IN THE DIRECTION PRESSED. AS LONG AS YOU HAVE MAGIC WITHIN YOUR MAGIC METER, YOU GAIN SPEED AFTER ROLLING A SHORT DISTANCE. IF YOU CONTINUING TO ROLL WITHOUT RUNNING INTO ANY OBSTACLES, SPIKES SPRING FORTH FROM YOUR BODY, ALLOWING GORON LINK TO DEFEAT ENEMIES THAT HE ROLLS INTO.
-  PRESS **B** TO RELEASE A PUNCH. WELL-TIMED CONTINUOUS PRESSES CAN UNLEASH UP TO THREE CONSECUTIVE SWINGS.
-  WHILE CURLED (PRESS AND HOLD **A**), PRESS **B** TO LAUNCH GORON LINK INTO THE AIR AND STRIKE WITH A MIGHTY CRASH!

Zora Link

After retrieving the floundering body of Mikau from the Great Bay area and healing him, Link gains the Zora Mask. With it, Link can transform into a sleek and agile water creature that can explore the deepest waters.

As Zora Link, you have the following special abilities:

-  Press **(X)** WHILE IN THE WATER TO SWIM LIKE A DOLPHIN.
-  Press **(Z)** TO DIVE AND SCROLL.
-  WHILE LAND-BOUND OR WALKING ON THE OCEAN'S BOTTOM, ZORA LINK CAN ENGAGE WITH ENEMIES IN A FLURRY OF KNUCKLE-LIKE CHARGES (EFFECTIVELY "BOMBING" THEM).
-  THE BOMB-DRAWING OF FRAUDULENT ZORHY BLADES MAY BE A THING OF THE PAST, BUT WITH THE ZORA MASK, ZORA LINK CAN EXECUTE A BOMBING ATTACK BY PRESSING THE TRIGGER FROM THE ARMS OF HIS MASK (NOT FROM A GUN). **(Z)** IMPROVES THE ACCURACY OF THIS ATTACK BY TIGHTENING THE FIRM WITH IT'S BOWDER READING THE FIRM FIRM.
-  CREATE A PROTECTIVE AND EFFECTIVE ELECTRICAL BARRIER BY PRESSING **(Z)** AND **(X)** AT THE SAME TIME. TO REMOVE THIS ATTACK WHILE SWIMMING, SIMPLY PRESS **(Z)**. THIS ATTACK WORKS AGAINST BOTH OF STICK, OR REMOVED TO KEEP AN EYE ON MUSIC METER WHEN CHARGED.

Caution

As Zora Link, you are more susceptible to fire- and ice-based attacks.



Quest Subscreen

On this screen you can see at a glance your current status regarding Heart Containers, the Bombers' Notebook, the number of Boss masks that you've recovered, songs you've learned, and the weapons you've acquired. Once you acquire the Bombers' Notebook, you can view the timelines for each of the people you've spoken with by pressing **(A)**. For more information on the Bombers' Notebook, see the section that follows.

To the right of the Bombers' Notebook is your Heart Container in progress. As you collect Pieces of Heart, they are added to this container. Once you've collected four of them, a new Heart Container is added to your Life Meter and your health is fully restored.

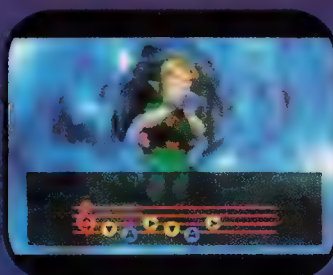
On the far right are four slots for holding the Boss masks. These positions are filled, one by one, after successfully defeating the Boss monsters within each of the four temples.

The lower left-half of the Quest Subscreen is reserved for the melodies that you learn. If you forget a melody, you can view the musical notes that make up the tune by moving the cursor over the melody in question. To listen to each of the melodies that you've learned so far, press **(A)** after selecting the melody.

The remaining sections display your Sword, Shield, Quiver, and Bomb Bag information. After completing a few tasks you can have your Sword upgraded by the smiths in Mountain Village (provided you have the time and the proper materials) as well as find a larger, more useful Shield later in the game. By winning the two Shooting Gallery minigames and shopping in Clock Town's Trading Post, you gain the ability to carry a larger quantity of arrows and bombs.

Ocarina Melodies

As you progress through the game, you learn songs that trigger wonderful and magical effects. While some of the songs can be played any time anywhere, others require that you perform the song at a certain place or during a specific time.



Tip

As you go with the *Reveries* on the Trading Post in Clock Town, after reaching your treasure, it knows a thing or two about the Song of Time that just has you go.



Tip

To trigger the effects of some of the melodies, you not only need to be in the right location but also wearing the proper mask.

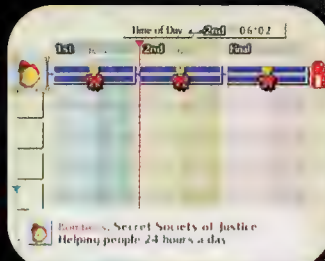


Tip

Although it is not displayed on the Quest Subscreen, an additional melody proves to be extremely useful in obtaining a few of the Pieces of Heart. This song is the Scarecrow's Song. It is composed of any eight notes you wish. However, every time you return back to the first day by playing the Song of Time, you need to re-learn the Scarecrow's melody to use it again.

Bombers' Notebook

This handy notebook allows Link to keep track of people that he's met for events involving those people. Once you've talked with a person whom an event revolves around, an entry is added to the notebook. As you speak with them, additional information regarding the event is added to the notebook. The way the information is presented in the notebook allows you to determine when you can speak with people.



When an important conversation takes place or you receive an item or a mask from a person, an appropriate mark is added to the schedule for that person. When you've completed the event, a badge appears at the right-hand side of the line in the notebook.

Time Marches On

With only 72 hours before the Moon crashes down and destroys everything on Termina, there's no time to waste! With each passing day, you witness the Moon's ever-looming presence move closer and closer to the Termina.

Fortunately, with the Ocarina of Time and the Song of Time, you can turn back the hands of time and replay the events over again from Day One. Additionally, as long as you complete the quests that you take before the three days are over, the benefits that you gain stay with you even after using the Song of Time.



Tip

Whenever possible, use the Song of Scaring to warp back in place; you're killed before. This saves the time of traveling by foot.



Tip

Stop by the Banker in Clock Town whenever possible before using the Song of Time, otherwise you'll lose all of the Rupees you are carrying.

Saving Your Progress

There are two ways to save your progress within the game: either by using the Ocarina and the Song of Time or by using the Owl Statues that can be found in various places in Termina.

Playing the Song of Time whisks you back in time to the First Day and saves your current game position, but in the process, you lose all items such as Rupees, bombs, arrows, Deku Sticks and Nuts, and all Event items that you may have acquired during your quest. All Heart Containers and Pieces, masks and weapons are

maintained. Additionally, any maps and Compasses that you may have uncovered while exploring the Temples remain in your possession.

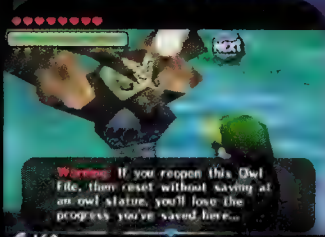


NOTE

Any Rupees deposited with the banker in Clock Town are saved even after transporting back in time.

The second method of saving your progress is known as the Interrupt

Save feature. Save using this method by striking your Sword against any of the Owl Statues found scattered throughout the land of Termina. Strike it with your Sword to open its



wings, then press **A** to go into the Save feature. The advantage to using the Interrupt Save feature is that it takes a snapshot of your current game state, saving not only the current day and time information, but any Rupees and supplemental items that you have acquired while playing.

Caution

An Interrupt Save allows the player to restore the game only one time. Should you fail to perform a Song of Time or save using the Interrupt Save feature from a game that was previously restored from an Interrupt Save, you lose all game progress gained from the last Song of Time save. Copying an Interrupt Save to the second save file location on the cartridge before restoring the game prevents the "accidental" loss of any progress gained since the last Song of Time save.

THE GOLDEN PATH THROUGH *Majora's Mask*

The basic premise of *Majora's Mask* is that you have three days to save the world from destruction. However, once you have the Ocarina of Time, you can use it to re-live those three days as many times as needed to complete the tasks necessary to save the world. All of this time travel can get somewhat confusing (so many places to go, people to see, and objectives to meet!). It is for this reason we've started out our Map Guide with a quick flowchart detailing all of the game's major events in the order that they must be completed. In addition, to help you better schedule your time, we've inserted lists of optional and recommended sub-events at the points where you can first attempt them. This way you know at a glance exactly when you can pick up extra Pieces of Heart and masks. For further explanations of the major events and the subquests, look in the appropriate Map Guide section or appendix.

The Prologue and the First Three Days

A Strange Forest

- Meet the Skull Kid and chase him to Clock Town as Deku Link.

Clock Town

- Catch the missing Fairy and return it to the Great Fairy Fountain.
- Use Deku Link's Bubble Attack to burst the lead Bomber's balloon.
- Find all five of the hiding Bombers and get the password to their hideout.
- Travel to the Astral Observatory through the Bombers' Hideout. Use the telescope to see the Skull Kid on top of the Clock Tower. Get the Moon's Tear.
- Give the Moon's Tear to the Akindo Nut in the Deku Flower near the Clock Tower.
- At midnight on the Final Night, launch to the entrance of the Clock Tower and enter. Use the Bubble Attack to knock the Ocarina of Time from the Skull Kid's hands. Play the Song of Time to return to the First Day.

Recommended Events

- Purchase a map of Clock Town from Tingle.
- Get Heart #1 from the Clock Tower.

Optional Events

- Get Heart #2 from the hand in the Stock Pot Inn's toilet (trade him the Land Title Deed).
- Receive Heart #3 for winning the game in the Deku Nut Playground all three days in a row.

The Healing of Link

Clock Town

- Learn the Song of Healing from the the Mask Salesman beneath the Clock Tower. Get the Deku Mask.
- Strike the Owl Statue by the Clock Tower.

Termina Field

Recommended Events

- Rescue the missing Fairy as Link and get the Great Fairy Mask from the Great Fairy Fountain.
- As Link, play hide-and-seek with the Bombers and get the Bombers' Notebook. If you've already played hide-and-seek, give the password you recieved to the kid in East Clock Town. You can now enter and exit the hideout as Link.
- Talk to Guru-Guru on the First or Second Night and get the Bremen Mask.
- Buy a Bomb Bag at the Bomb Shop.
- Rescue the Old Lady of the Bomb Shop's package from a thief on the First Night at 12:30 a.m. to get the Blast Mask (and the ability to buy the Bigger Bomb Bag the next day).
- Save 200 or more Rupees at the Bank in Clock Town to get the Adult Wallet.
- Visit Romani Ranch on the Final Day and use the Bremen Mask to help Grog out. Get the Bunny Hood.





Optional Events

- Pick up Heart #4 in North Clock Town.
- Win challenges in the Post Office, Swordsman's School, and Honey & Darling's Shop to get Pieces of Heart #5, 6, and 7.
- Talk to Madame Aroma in the Mayor's Residence to get Kafei's Mask.
- Become friends with Anju and Kafei to get the Keaton Mask.
- Give the Special Delivery to Mama to the Postman and get the Postman's Hat.
- Look for the dancing man on one of the stone mushrooms in North Termina Field after midnight to get Kamaro's Mask.
- Use the Keaton Mask and answer some questions to get Heart #8.
- Teach the Rosa Sisters a dance using the Kamaro's Mask to get Heart #9.
- Use the Postman's Hat to get Heart #10.
- Watch the Akindo Nut event with the telescope at the Astral Observatory. Purchase Heart #17 from the Akindo Nut in a Hidden Hole for 150 or 100 Rupees.
- Defeat the Pea Hat in a Hidden Hole outside of the Milk Road entrance to get Heart #18.
- Defeat the two Dodongos in a Hidden Hole in North Termina Field to get Heart #19.

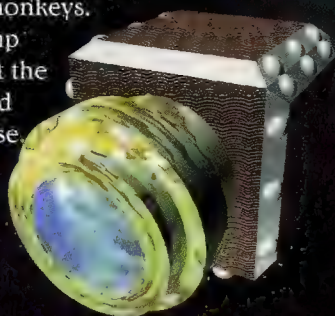
Woodfall

Road to Southern Swamp

- Purchase a Woodfall Map from Tingle.

Southern Swamp

- Strike the Owl Statue outside the Swamp Tourist Center.
- Swim through the swamp (avoiding the Big Octos) to the Magic Hags' Potion Shop.
- Enter the Woods of Mystery and talk to the monkey. Follow him to where Koume lies wounded.
- Get a Red Potion from Kotake (Bottle #1).
- Give the Red Potion to Koume.
- Agree to help the monkeys.
- Return to the Swamp Tourist Center. Get the Pictograph Box and take the Boat Cruise.



Deku Palace

- Get off the Boat Cruise boat outside the Deku Palace.
- Talk to the Deku King (enter Deku Palace as Deku Link).
- Buy a Magic Bean from the salesman in the Hidden Hole in the NE corner of the Palace Gardens.
- Plant the Magic Bean in the dirt patch behind the palace on the right side (hop on the lily pads to get there).
- Launch from platform to platform to the secret jail cell entrance.
- Learn the Sonata of Awakening from the imprisoned monkey.
- Take the shortcut over the wall and use the Deku Flowers on the yellow plants to launch over to the waterfall.
- Talk to the Owl and learn the Song of Soaring.

Woodfall

- Use the Deku Flowers and lily pads to get to the raised platform (with a seal and Owl Statue) opposite the entrance.
- Strike the Owl Statue.
- As Deku Link, play the Sonata of Awakening while standing on the seal.

Woodfall Temple

- Get the Map, Compass, and Hero's Bow.
- Collect all 15 Fairies.
- Defeat Odolwa.
- Get the Heart Container and Odolwa's Remains Mask.
- Learn the Oath to Order.
- Rescue the Deku Princess and return her to her father.



Recommended Events

- Return the 15 Fairies from Woodfall Temple to the Great Fairy Fountain in Woodfall.
- After returning the Deku Princess to her father, follow the butler through the Deku Shrine to get the Mask of Scents.
- Get a perfect score at the Swamp Shooting Gallery to win a Quiver upgrade.
- Beat the high score at the Town Shooting Gallery to win the other Quiver upgrade.

Optional Events

- Get Heart #22 from the top of a tree.
- Give the Akindo Nut outside of the Swamp Tourist Center the Land Title Deed and use his Deku Flower to get Heart #23.
- Before clearing the Woodfall Temple, enter a picture of the Deku King in the Photography Contest at the Swamp Tourist Center to win Heart #24.

- Find Heart #25 in the Deku Palace Gardens.
- Find Heart #26 on a island to the left of the Woodfall entrance (easiest to get after clearing the Woodfall Temple).
- Get a perfect score twice at the Swamp Shooting Gallery to get Heart #27.
- After clearing Woodfall Temple, take Koume's improved Boat Cruise to get Heart #28.
- Get a perfect score at the Town Shooting Gallery to win Heart #11.

Snowhead

Termina Field

- Use the Bow to shoot down enough icicles to break through the barrier to Snowhead Mountain.

Mountain Path

- Use bombs (or the Blast Mask) to blow up the giant snowballs on the path.

Mountain Village

- Strike the Owl Statue.

Twin Islands

- Buy the Snowhead Map from Tingle.

Goron Village

- Follow the trail of feathers dropped by the owl, Gebola, over the invisible platforms to a cave. Get the Lens of Truth inside.
- Using the Lens of Truth, talk to and follow the ghost of Darmani, the spirit of a departed Goron.

Mountain Village

- Using the Lens of Truth, follow Darmani up to his tomb using an invisible ladder.
- Play the Song of Healing for Darmani. Get the Goron Mask.
- Pull back Darmani's tombstone to open up the Hot Springs.
- Fill a bottle with Hot Spring Water.

Twin Islands

- Use the Hot Spring Water to melt the ice covering a Hidden Hole (which contains another Hot Spring).

Goron Village

- Talk to the sentry to learn how to enter the Goron Shrine.
- Talk to the attendants and the Elder Goron's crying son inside the Goron Shrine.

Twin Islands

- Find the Elder Goron frozen in ice under one of the Snow boulders (on Days One and Two only). Unfreeze him with Hot Spring Water and learn the first half of the Goron Lullaby.

Mountain Village

- Find the Elder Goron frozen in ice under one of the Snow boulders (on the Final Day only). Unfreeze him with Hot Spring Water and learn the first half of the Goron Lullaby.

Goron Village

- Play the first part of the Goron Lullaby for the Elder's son in the Goron Shrine. Learn the rest of the Goron Lullaby.

Path to Snowhead Temple

- Use the Goron Curl to jump over the ramps.

Snowhead

- Use the Lens of Truth to find the BigGoron blocking the path and play the Goron Lullaby to put him to sleep.
- Strike the Owl Statue.
- Follow the path around the mountain up to the Snowhead Temple.

Snowhead Temple

- Get the Map, Compass, and Fire Arrows.
- Collect all 15 Fairies.
- Defeat Goht.
- Get the Heart Container and Goht's Remains Mask.

Recommended Events

- Trade in your Big Bomb Bag (and 200 Rupees) to the Akindo Nut in the Goron Village to get the Biggest Bomb Bag.
- Return the 15 Fairies lost in Snowhead Temple to the Great Fairy Fountain at the base of the mountain.
- After clearing Snowhead Temple, take your Sword to the Mountain Smithy for a temporary upgrade to the Razor Sword.
- Talk to the BigGoron (as Goron Link) in the Goron Village and learn about Powder Kegs.
- Carry a Powder Keg over to the Goron Racetrack entrance in the Twin Islands section and blow up the boulder blocking the entrance.
- Win a bottle of Gold Dust (Bottle #2) when you win the Goron Race.
- Take the Gold Dust to the Mountain Smithy and permanently upgrade the Razor Sword to the Gilded Sword.
- With the Goron Mask, Deku Mask, two Magic Beans, and a bottle, visit the Swamp Spider House near the Deku Palace on the Second and/or Final Day. Find all 30 Golden Skulltulas and win the Mask of Truth.





Optional Events

- Get the Rock Sirloin hidden in the chandelier in the Goron Shrine and carry it to the starving Goron on a ledge in Mountain Village. Get Don Gero's Mask.
- Get the Swamp Title Deed from the Akindo Nut in Southern Swamp and give it to the Akindo Nut in the Goron Village. Use the Deku Flower to get Heart #29.
- Complete the Four Gossip Stone event in Termina Field to get Heart #21.
- Buy a ticket at the Treasure Chest Shop in Clock Town as Goron Link, then win the game to get Heart #12.

Epona and the Romani Ranch

Milk Road

- Buy a Romani Ranch Map from Tingle.
- Strike the Owl Statue.
- Use a Powder Keg to blow up the boulder blocking the path to Romani Ranch.

Romani Ranch

- Talk to Romani on the First Day and take her horseback archery challenge. Learn Epona's Song and acquire the use of your horse, Epona.

Gorman Racetrack

- Defeat the Gorman Bros. in a horse race to win Garo's Mask.

Recommended Events

- Return to the Ranch at 2 a.m. on the First Night and protect the barn from the aliens using your Bow. Get a bottle of milk (Bottle #3) from Romani if successful.
- Ride with Cremia on her Milk Run to Clock Town at 6 p.m. on the Second Night. Protect the bottles from the thieves and win Romani's Mask.
- With Romani's Mask, get the Special Delivery to Mama and deliver it to Madame Aroma herself on the Final Night in the Milk Bar, Latte. Get a bottle of Chateau Romani (Bottle #4).
- Use Epona to enter the Ikana Area and look for a ring of stones on the ground after the two fences. Use your Lens of Truth to find Shiro, a wounded soldier, and give him a Red Potion. In return, get the Stone Mask.

- Wake Skull Keeta with the Song of Awakening in the Ikana Graveyard. Defeat him and get the Captain's Hat.
- Use the Captain's Hat to talk to the Stalchildren guarding the tombstones at night. On the First Night, have them open a tomb to get the Song of Storms. On the Second Night, have them open a tomb and, with the help of the Lens of Truth, find Heart #44. On the Final Night, have them open a tomb and then lead Dampé around the room inside, digging at the patches of dirt until a Big Poe appears. Defeat the Big Poe and get an empty bottle (Bottle #5).

Optional Events

- Use the Mask of Truth to pick a winner at Mamamu Yama's Dog Races. Win more than 150 Rupees and get Heart #33.

Great Bay

Great Bay Coast

- Use Epona to jump over the fences between Termina Field and Great Bay.
- Help the ailing Mikau to shore (look for the flock of seagulls). Play the Song of Healing for him and get the Zora Mask.
- Buy a Great Bay Map from Tingle.
- Strike the Owl Statue outside the Marine Research Lab.
- Swimming underwater, find the boarded up area along the northern wall and break through to find the entrance to the Gerudo Pirate's Fortress.

Gerudo Fortress

- Swim to the switch opposite the entrance. Goron Press it to open the Underwater Passage.
- Swim through the Underwater Passage into Gerudo's Fortress.
- Get the Hookshot from the room of the head pirate, Aveil.
- Rescue the four Zora Eggs.

Great Bay Coast

- Deposit the four Zora Eggs in the aquarium in the Marine Research Lab.
- Swim to the entrance of Pinnacle Rock, marked by two spike-like mountains.

Pinnacle Rock

- Defeat all eight Deep Pythons.
- Rescue the three Zora Eggs.

Great Bay Coast

- Deposit the remaining three Zora Eggs in the aquarium in the Marine Research Lab. Learn the New Wave Bossa Nova.



Zora Cape

- Strike the Owl Statue outside of Zora Hall.
- Play the New Wave Bossa Nova for Lulu outside of Zora Hall.
- Ride the turtle to Great Bay Temple.

Great Bay Temple

- Get the Map, Compass, and Ice Arrows.
- Collect all 15 Fairies.
- Defeat Gyorg.
- Get the Heart Container and Gyorg's Remains Mask.

Recommended Events

- Return the 15 Fairies lost inside Great Bay Temple to the Great Fairy Fountain in Zora Cape.
- With the Hookshot, collect the 30 Golden Skulltulas inside the Oceanside Spider House on the First Day to get the Giant Wallet.
- Defeat the Beaver Bros. at the Waterfall Rapids to win an empty bottle (Bottle #6).

Optional Events

- Fill four bottles with fish to get Heart #34 at the Marine Research Lab.
- Using the Zora Mask, get Hearts #30, 35, 36, 38, and 40.
- Defeat the Bio Deku Babas in the Hidden Hole outside of Great Bay on Termina Field, then shoot down Heart #20 with the Hero's Bow and dive into the water to get it as Zora Link.
- Using the Hookshot, Scarecrow's Song, and either the Lens of Truth (Heart #31) or a Magic Bean and water (Heart #41), get Hearts #31 and #41.
- Defeat the Beaver Bros. at the Waterfall Rapids a second time to get Heart #40.
- Bring the Fisherman in the house on Great Bay a picture of a Gerudo Fortress and get the Golden Seahorse. Then, defeat all eight Deep Pythons in Pinnacle Rock and release the Seahorse next to its mate to get Heart #39.
- Bring the Akindo Nut in Lulu's Room in Zora Hall the Mountain Title Deed and use its Deku Flower to get Heart #37.
- Use the Captain's Hat to talk to the Stalchildren in the Oceanside Spider House, then shoot the colored masks in the order told to get Heart #42.
- After clearing Great Bay Temple, get the high score in the Jump Contest in the Great Bay Coast Area to win Heart #43.
- Talk to all five frogs (Clock Town, Southern Swamp, Woodfall Temple, Mountain Village, and Great Bay Temple) with Don Gero's Mask and then bring the chorus together in Mountain Village during spring (i.e., after clearing Snowhead Temple) for Heart #32.

- Back in Clock Town, save 5,000 Rupees or more at the Bank to get Heart #13.
- With the Giant Wallet, purchase the All-Night Mask from the Curiosity Shop on the Final Night.
- Use the All-Night Mask to win Hearts #14 and #15 from Anju's Grandmother.
- Use the Deku Mask, Goron Mask, Zora Mask, and Romani's Mask to win the Circus Leader's Mask from Toto and Gorman in the Milk Bar, Latte on the First and Second Nights.

Ikana

Road to Ikana Canyon

- Wear Garo's Mask for the mysterious Sage. Hookshot to the tree that he conjures up to enter Ikana Canyon.

Ikana Canyon

- Shoot the Octorocks with Ice Arrows to create stepping stones across the river. Then Hookshot up the side of the cliffs to the village.
- Strike the Owl Statue with your sword.
- Buy the Stone Tower Map from Tingle.
- Play the Song of Storms to uncure Sharp in the cave with the dried-out well.
- Enter the Music Box House without being seen by the young girl, Pamela.
- Play the Song of Healing for her father. Get the Gibdo Mask.

Beneath the Well

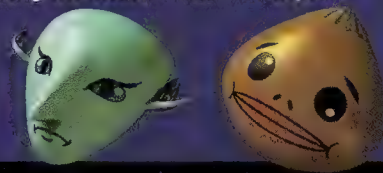
- Enter the well in Ikana Canyon with a Blue Potion and five Magic Beans.
- Give the Gibdo sentries the items they need.
- Get the Mirror Shield and enter the Ikana Palace grounds.

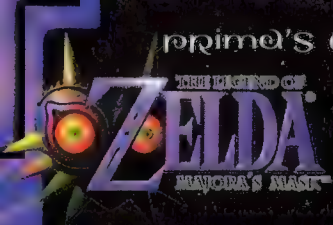
Ikana Palace Ruins

- Using the Mirror Shield, Fire Arrows, and a Powder Keg, make your way through the palace to the King's Room.
- Defeat the King's Servants and the King himself. Learn the Elegy of Emptiness.

Stone Tower

- Use the Elegy of Emptiness in conjunction with the Goron and Zora Masks to trigger the switches controlling the floating boxes. Make your way to the top of the tower.
- Strike the Owl Statue with your sword before entering the Stone Tower Temple.





Stone Tower Temple

- Get the Map, Compass, Light Arrows, and Giant's Mask.
- Collect all 15 Fairies.
- Defeat Twinmold.
- Get the Heart Container and Twinmold's Remains Mask.

Recommended Events

- Use the Mask of Scents (and a bottle) to find Magical and Fragrant Mushrooms for Kotake at the Magic Hags' Potion Shop. Wait an hour or two after giving her one to get a free Blue Potion.

Optional Events

- Use Garo's Mask and the Hookshot to help Kafei infiltrate Sakon's Hideout in Ikana Canyon. Get the Couple's Mask.
- Wear the Couple's Mask to one of Mr. Dotour's meetings at the Mayor's Residence to get Heart #16.
- Bring the Ocean Title Deed to the Akindo Nut outside of Ikana Canyon and use its Deku Flower to get Heart #45.
- Defeat the four Poe Sisters in the Ghost Hut in Ikana Canyon to get Heart #46.
- From the roof of the Ikana Palace, use an arrow to quench the flames, then use the Deku Flowers to launch yourself over to the pillar with Heart #47 on it.
- With the Light Arrows, enter the Secret Shrine and defeat all of the monsters inside to get Heart #48.



Straight to the Moon

Clock Town

- Prepare yourself for the final battle with bottles of Potions and Fairies.
- Enter the Clock Tower at midnight on the Final Day.
- Play the Oath of Order to stop the Moon's destruction.

Moon

- Surrender your masks to the children wearing the four Remains Masks. Complete the four mini-dungeons and get the last four Pieces of Heart (Hearts #49-52).
- Play with the child wearing Majora's Mask.
- Defeat the Final Boss, Majora's Mask.



Clock Town

Tingle

Clock Town Map	5 Rupees
Woodfall Map	40 Rupees

Bomb Shop

Bomb x10	30 Rupees
Bombchu x10	40 Rupees
Bomb Bag	50 Rupees

Trading Post

Red Potion	30 Rupees
Green Potion	30 Rupees
Hero's Shield	80 Rupees
Fairy	50 Rupees
Deku Nuts x10	30 Rupees
Deku Stick	10 Rupees
Arrows x30	30 Rupees
Arrows x50	50 Rupees

Clock Town lies in the center of the land of Termina, and it's the center of all activity in Termina—especially your activity. Clock Town is where the game's main action begins, the home of 16 Pieces of Heart and the majority of masks, the location of your Bank, the place where you end up every time you restart time, and the place where you go to end the game.



Treasure Chests

1. 100 Rupees
2. 100 Rupees
3. 10 Rupees
4. 10 Rupees
5. 100 Rupees
6. 100 Rupees

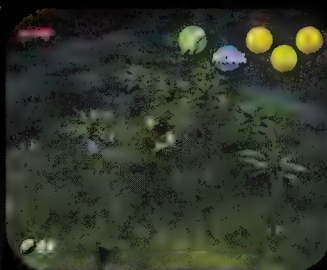
Shops and Other Buildings

1. Great Fairy Fountain
2. Deku Nut Play Spot
3. Mayor's Residence
4. Bombers' Hideout / Underground Passage to the Astral Observatory
5. Swordsman's School
6. Post Office
7. Stock Pot Inn
8. Milk Bar, Latte
9. Backroom of the Curiosity Shop
10. Bomb Shop
11. Clock Town Bank
12. Trading Post
13. Curiosity Shop
14. Treasure Chest Shop
15. Honey & Darling's Shop
16. Town Shooting Gallery

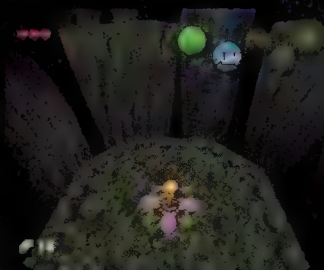
The First Three Days

Majora's Mask opens with Link leaving Hyrule on personal business. His trip is interrupted by the Skull Kid and his two Fairy buddies, Tael (the purple one) and Tall (the white one). Skull Kid, with the Fairies' help, knocks Link off Epona and steals the Ocarina of Time. When Link awakes, the Skull Kid takes off and leads Link on merry chase.

Make your way through the forested cavern and fall down the hole. Skull Kid turns Link into a Deku Scrub version of himself as a way of slowing him down. As Deku Link your skills are limited to a simple Spin Attack (using **A**) and using Deku Flowers to launch yourself. Make your way across the platforms in the next two rooms (grab the Deku Nuts from the chest in Room 2) and you end up inside the Clock Tower of Clock Town. Talk to the Happy Mask Man to find out what you need to do next.



Be sure to grab some Rupees before entering the forest!



Burrow into Deku Flowers to launch yourself across distances. Wait for the flower to "burp" before you release **A**.



Recover the Ocarina of Time

You have three days to do this and no way to save your game, slow down time, or restart time until you get your hands on that Ocarina. As Deku Link, you are hated by dogs (they attack on sight) and you cannot leave the confines of Clock Town! Tat! advises you to check with the Great Fairy for your next clue to how to recover your Ocarina. So head to the North Clock Town Area and look for the cave at the top of the ramp.



Tip

If you can afford to fire Arrows, purchase a Clock Town Map from Tat!; the Suspicious Tat! appears (usually hanging from a large red balloon) in every region, and he has two maps for sale. The cheapest one covers the area you are in, while the more expensive map covers the area you will visit next. Be sure to look for him whenever you enter a new area!

The map appears at the bottom right corner of the screen and is a great way to get to know Clock Town.



The Great Fairy has fallen prey to the Skull Kid's antics and is missing one of her Fairies. Find it and return it to the Fairy Fountain. The missing Fairy is in the Southwest corner of town (called the Laundry Pool) during the day and in the east part of town during the night in the courtyard outside the Stock Pot Inn). Just jump near it to capture it.

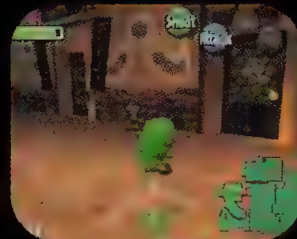
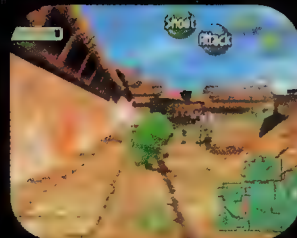


You are most likely to find the Fairy around the Laundry Pool. Just hop across the water to grab it. The Fairies associated with Great Fairy Fountains now have personality!

Once you return the Fairy to the Great Fairy, she teaches you the Bubble Attack and gives you your next clue: to seek out the Astral Observatory.

Gain Entrance to the Astral Observatory

The entrance to the Observatory (which is at the end of a subterranean passage) is in East Clock Town (next to the Mayor's Residence) and is blocked by one of the members of the Bombers, a gang of young boys. You need a password to pass. To get this, you must find Jim, the lead Bomber, in the north part of town and pop his balloon. Then he challenges you to a game of hide-and-seek with him and four other Bombers. You must find all five Bombers before the beginning of the next day to become a temporary Bomber and gain the password. Two Bombers are in the north sector of town, two in the east sector, and one in the west sector. The password is randomly generated, so you have to win this game to proceed any farther.



Here are the Bombers' locations. This game is much easier if you locate their usual hang-outs before you accept their challenge.

After you've given the correct password to the guard, you can enter the underground passage to the Observatory. Hop over the water's surface from platform to platform (Deku Link can hop five times before sinking) and then pop the balloon blocking the ladder. Once inside the Observatory, head up the stairs to the top.



To bypass the Giant Skullula, stay in the shallow waters!

Enter the Clock Tower on the Third Night

The astronomer in the Observatory has also had a run-in with the Skull Kid and bids you to look for him on the Clock Tower with the telescope. Zoom in on him to see a cute cutscene and another Moon's Tear falling to earth. Pick up the Moon's Tear from outside the Observatory and take it to the Akindo Nut in the yellow Deku Flower in front of the Clock Tower. If you haven't already checked this out, a large Akindo Nut salesman flies out from behind the Clock Tower and inhabits the flower. Give him the Moon's Tear and he heads back home, leaving you with the Deku Flower. Use this to fly up to the deck on the Clock Tower. At midnight on the Third Night, the Clock Tower opens and you can take the stairs to the top where the Skull Kid waits.

After the reunion scene (the Skull Kid does seem happy to see you), you can knock the Ocarina from the Skull Kid's hands. You only have to hit him once with the Bubble Attack to make him let go, so aim well. Once you have the Ocarina, you can turn back time (and hurry, because it is running out quickly). Remember when Zelda taught you the Song of Time and play along on Deku Link's pipes.

Back to Day One

Playing the Song of Time immediately transports you back to the morning of the First Day, where you first entered Clock Town from beneath the Clock Tower. Talk to the Happy Mask Man beneath the Clock Tower. He teaches you the Song of Healing (which turns you back into normal Link again) and sends you off on a quest to retrieve Majora's Mask. At this point, you are free to do what you like. Tatli points you to the Woodfall Swamp area to the south, but you may want to explore Clock Town as Link and see if you can pick up any masks or Pieces of Heart.



The Clock Tower only opens up once a year. When it does you have roughly five minutes to get the Ocarina and restart time. When the clock reaches 5:59 a.m., the game's over!



Link's different alter egos, such as Deku Link, bring their own instruments with them. Don't worry, they all work the same as the Ocarina of Time!



The Song of Healing lets you wave good-bye to Deku Link for now. This song is key to getting the other transformation masks as well as a few other masks.

South Clock Town

In South Clock Town you find the Clock Tower, an ever-growing tower of carnival-related scaffolding, and the Clock Town Owl Statue. One of the first things you should do as Link is strike the Owl Statue with your Sword. This "marks" the statue and activates it as a warp point once you learn the Song of Soaring.



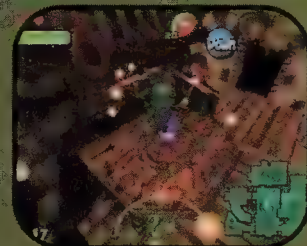
"Marked" Owl Statues stand with their wings outstretched. If you run across one with its wings down, make sure to strike it with your Sword and activate it. There are two Owl Statues in each of the four regions and one on Milk Road outside of Romani Ranch, in addition to the one in Clock Town.



Piece of Heart #1

Requirements: Moon's Tear

You cannot miss this Piece of Heart. Piece of Heart #1 sits in front of the entrance to the top of the Clock Tower. The only problem is figuring out how to get there. Talk to the Akindo Nut who owns the Deku Flower close by. If you can find a special item for him, he may consider trading you the ownership of this plot of land for it.



Tip

The scaffolding being built up for the Carnival of Time grows a story each day. On the Final Day, you can

find a

treasure chest at the top with a 50-hupe piece inside. It is a little way far away to fly from the Deku Flower, but you can easily reach the top with the Hookshot.





The Exchange Relay and the Akindo Nut

The Akindo Nut in Clock Town is only one in a series of Akindo Nuts that you meet in your travels. These characters are known for two things: their strange merchandise and their desire to move to another location. The Akindo Nut in Clock Town, for example, just wants to go home to his wife. However, he needs to bring her a present. He's heard of something called the Moon's Tear, and if you can locate it, he'll gladly give up the rights to his Deku Flower. In return for the Moon's Tear, you get the Land Title Deed. This confers ownership of the South Clock Town Deku Flower to the bearer. If you have no further use for the Deku Flower after getting Piece of Heart #1, consider passing it on to someone else who does (like, say, the Akindo Nut in Southern Swamp).



In exchange for the Moon's Tear, the Akindo Nut gives you the Land Title Deed for his Deku Flower. This could be the start of a career in real estate for Link!

North Clock Town

North Clock Town consists of a pleasant courtyard where the town's kids love to play. The Great Fairy Fountain is here, as well as the Deku Nut Play Spot. In the middle of the courtyard you can find Jim, the leader of the Bombers' Secret Society of Justice, playing with his balloon both Day and Night. Nearby the cartographer Tingle works on one of his famous maps.

Get the Bombers' Notebook

Many of the tasks you completed earlier as Deku Link can be redone as normal Link with different effects. Take the game of hide-and-seek with the Bombers. As Deku Link, winning the game earned you the Bombers' Secret Password, but as Link you can win permanent membership in the Bombers' Secret Society of Justice. This includes a permanent Secret Password and a copy of the Bombers' Notebook. The Bombers' Notebook records the names and schedules of people who need help. It holds the names of 20 people whose information is recorded automatically when you meet them. Helping people through the Bombers' Notebook is very important in *Majora's Mask* and is one of the best ways to obtain masks and Pieces of Heart.



The Bombers' Notebook is a great way to help the people of Termina. See "The Secrets of the Bombers' Notebook" section for more information about the contents of this book.

Great Fairy's Mask

Requirements: Link

To get the Great Fairy's Mask, bring back the fountain's missing Fairy as Link. This time around, the Great Fairy rewards you with a mask that looks like her. The Great Fairy's Mask is used in Temples to find other missing Fairies. When you are in a room with one, the mask starts to shimmer and any Fairy floating out in the open (as opposed to those sealed in bubbles, etc.) is drawn to the mask.



NOTE

Instigating a hide-and-seek game with the Bombers is a challenge as normal Link. You can break the balloon using Deku Link's Bubble Attack, but you have to talk to Jim, the gang's leader, as Link to get the lifetime membership.

Blast Mask

Requirements: Link

If you wander around North Clock Town at midnight on the First Night, you have the chance to perform a heroic deed! The thief, Sakon, lies in wait for the Old Lady from the Bomb Shop to wander by with new merchandise. When she does at 12:30 a.m., he tries to grab it from her and run. This is where you come in! Hit Sakon with your Sword to make him drop the bag. Once he escapes, the Old Lady rewards you with the Blast Mask. This mask is the equivalent of having a bomb strapped to your face. Use it like a real bomb, but expect to take some damage when you do. This mask is handy if you forget to buy a Bomb Bag at the Bomb Shop or if you run out of bombs.



Piece of Heart #3

Requirements: Keaton Mask

Surely you've noticed the ring of bushes in North Clock Town that runs away when you hit one of them? If you wear the Keaton Mask when you strike these bushes, Keaton himself appears. Although he's not fooled by your mask, he lets you play his trivia game. Answer all five of his questions correctly to win a Piece of Heart.



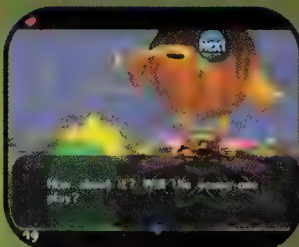
NOTE

Clock Town is not the only place where you can meet Keaton. There are rings of living bushes on Milk Road and around Mountain Village too. However, there is only one Piece of Heart, so if you pick it up here, you can't get it those places and vice versa.

Piece of Heart #3

Requirements: Rupees (10 per game), Deku Mask

Next to the Great Fairy Fountain, in a fenced-in area, you find a hole leading to the Deku Nut Play Spot. Inside is a minigame geared toward Dekus. The goal is to use Deku Flowers to launch yourself from platform to platform and pick up all of the Rupees within a set time limit. The game's format changes every day and if you fall to the ground, you have to start over. However, if you can win the game three days in a row, you win a Piece of Heart.



Piece of Heart #4

Requirements: Link

This Piece of Heart resides in the branches of the tree near the slide. As Link, you can easily run up the slide or climb to the top using the blocks in the area. Then jump over to the tree and claim your prize.



West Clock Town

West Clock Town forms the city's shopping district. Here you find the Bomb Shop (which sells Bomb Bags!), the Curiosity Shop (which sells stolen merchandise), and the Trading Post (which sells almost everything else). Other highlights in this area include the Clock Town Bank and the Post Office.

Buying a Bomb Bag

In *Majora's Mask* you can buy your own Bomb Bag instead of waiting for one to be given to you. Make this one of your first purchases, before you head off to Woodfall. Moreover, if you prevent Sakon from robbing the Old Lady from the Bomb Shop on the First Night, you can purchase the Big Bomb Bag for 90 Rupees the next day. What a bargain!



While it is a good idea to wait for the Big Bomb Bag to come in stock, don't leave Clock Town until you buy at least the normal Bomb Bag.

Saving Your Rupees

Rupees aren't saved when you restart time. Because losing your money is a real drag, consider opening an account with the Clock Town Bank. For some reason, the ink used by the Bank on their identity stamps is invulnerable to the passage of time. No matter how many times you restart time and no matter what mask you are wearing, the banker here knows who you are and exactly how much money you have saved up. The Clock Town Bank also rewards customers for saving set sums of money. If you save 200 or more Rupees, you get an Adult Wallet. If you save 5,000 Rupees or more, you get an extra-special present: Heart #13.



When you open an account, the banker stamps you with a special time-traveling ink that guarantees that he won't forget you regardless of how many times you go back into time.

The Scarecrow's Songs

Inside the Trading Post you meet a very talkative Scarecrow. It likes to sing and dance. If you let it sing and dance for you, time fast-forwards to the next 6:00 increment (from day to night or night to day). In talking with the Scarecrow you also learn about the three "Hidden" songs. Two of them effect the passage of time and are based on the Song of Time itself. Listen to the Scarecrow's hints and play the Song of Time as told (or just look to the "Ocarina Songs and Their Uses" section!). If you've played *Ocarina of Time*, the third song will come as



Be careful when you talk to the Scarecrow not to accidentally agree to watch it dance! The loss of time can really hurt you at the start of the game!

no surprise. Simply play a song of your own creation for the Scarecrow and you can use it to summon the Scarecrow to specific locations where you might need its help. This Scarecrow's Song works until you reset time, then you have to teach it one again.

All-Night Mask

Requirements: Giant Wallet, 500 Rupees

All of the events in Clock Town are interrelated, and the way you respond to a certain situation may affect another event. Take the All-Night Mask for example. Whether or not the All-Night Mask appears for sale at the Curiosity Shop on the Final Night depends upon how you react to Sakon's robbery attempt on the First Night. If you let Sakon rob the Old Lady from the Bomb Shop at midnight on the First Night in North Clock Town, the Curiosity Shop will only have Big Bomb Bags for sale. If you prevent the robbery from taking place, the Big Bomb Bag (the Old Lady's package) goes to the Bomb Shop and not to the Curiosity Shop. Instead, the All-Night Mask will be in its place on the Final Day. The All-Night Mask, although expensive, is the only thing guaranteed to keep you from falling asleep during moments of crisis—or at least during the telling of boring stories.



Piece of Heart #5

Requirements: Link

At the north end of West Clock Town is the Post Office. The Postman is a very busy man who is always on the run, even during his designated nap-times! If you can catch him in the Post Office during the day or after 6 p.m. on the first two days, you can take his 10-second challenge. You have to prove that you can count down to 10 seconds exactly. Press **A** to start the count and then **A** again when you think that 10 seconds exactly have passed. A stopwatch or a watch with a very accurate second hand is helpful here! If you can pass the challenge, you get a Piece of Heart as your reward.



Piece of Heart #9

Requirements: Kamaro's Mask

Here's another Piece of Heart that you can get early in the game! Just get Kamaro's Mask from Kamaro in Termina Field (you can find him on one of the stone mushrooms in North Termina Field every night after midnight) and then use it to teach the Rosa Sisters a new dance routine. The Rosa Sisters appear outside of the Post Office on the first two nights, practicing for the Carnival of Time. To get them to notice you, put on the Kamaro's Mask and press **B** to start dancing. The Rosa Sisters show their appreciation for you talent with a Piece of Heart!



Piece of Heart #6

Requirements: Link, Rupees (Advanced challenge 10 Rupees each time)

Next to the Post Office is the Swordsman's School. Here you can take a crash course on the different Sword techniques that Link can use in battle. Once you've taken the Beginner's course, take the Advanced challenge. To win Piece of Heart #6 you must get a perfect score of 30 using only the Jump Attack to slice the logs in two.



Piece of Heart #13

Requirements: 5,000 Rupees

To get Piece of Heart #13 you must save more than 5,000 Rupees at the Clock Town Bank. Although you can complete this task at any time, it will probably be near the end of the game before you save up that much money.





The Laundry Pool

In the SW corner of Clock Town is an area known as the Laundry Pool. There's not much here except for a strange Frog and the door to the Curiosity Shop's Back Room. Don't forget about this area, though. Many important mask-related events take place here.

Of Fairies and Frogs



The Don Gero's Mask is needed to converse with the five Frogs. Remember this Frog's location when you get that mask and try it out on him.

If you enter the Laundry Pool during the day, you will most likely find an orange Fairy floating next to the footbridge. One of the Skull Kid's crimes was the dismantling of the Great Fairy Fountains. Your task is to collect the missing Fairies and return them to their respective Great Fairy Fountains to reap the rewards. In Clock Town, only one Fairy is missing from the fountain, but 18 Fairies are missing from the other four Great Fairy Fountains. To find them, you have to scour the Temple dungeons nearby!

A strange Frog also lives next to the stream. When you look at it, a blue targeting mark appears over its head signaling that you can converse with it. However, Link can't speak Frog without some sort of aid.



This Fairy migrates to East Clock Town at night. If you don't catch it here, try looking by the pole in front of the Stock Pot Inn.

Bremen Mask

Requirements: Link

On the First and Second Nights, Clock Town comes alive with the sights and sounds of circus performers practicing for the Carnival of Time. In the Laundry Pool, you find the musician Guru-Guru. Talk to him as Link and he confesses a secret. In return for your kind ear, he gives you the Bremen Mask. This mask makes young animals grow up in a flash and comes in handy in fulfilling the wish of a young man in Romani Ranch.



Keaton Mask

Requirements: Kafel's Mask, Room Key, and Letter to Kafel

Getting the Keaton Mask is part of a much larger subquest that seeks to reunite Anju, the innkeeper of the Stock Pot Inn, with her missing fiancé, Kafel. Kafel is hiding in the Curiosity Shop's Back Room because the Skull Kid turned him into a child. To talk with him, first get Kafel's Mask from his mother, Madame Aroma, at the Mayor's Residence and then show it to Anju during the afternoon of the First Day. Anju sets up a meeting with you for that night during which she gives you a Letter to Kafel to mail. Do this and at 3:30 p.m. on the Second Day at the Laundry Pool, you see the Postman deliver the letter to Kafel. Follow Kafel back inside the back room to hear the whole tale of his disgrace and exile. Help him out and when you return the following afternoon (if you didn't prevent Sakon's burglary on the First Night), you find the Curiosity Shop Man waiting for you. In addition to information about Kafel's current whereabouts, you get the Keaton Mask and another item to be delivered. The Keaton Mask resembles a famous character and should be used in conjunction with the rings of living bushes found in North Clock Town, Milk Road, and Mountain Village.

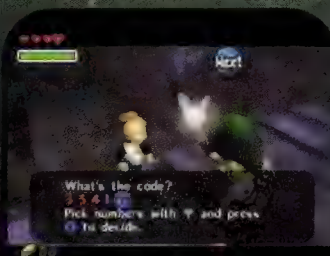


East Clock Town

East Clock Town is where most of the action involving Pieces of Heart and masks takes place. It is also where you find most of the characters who appear in the Bombers' Notebook. Talk to everyone you can in this area during both the day and night.

The Entrance to the Astral Observatory

Near the Mayor's Residence at the north end of East Clock Town is the entrance to the Astral Observatory. However, this underground passage has been claimed as a hideout by the Bombers, and they guard the entrance with fanatical zeal. To get past the guard, you need the Secret Password, a randomly generated code given to you when you win Jim's hide-and-seek game. You get a permanent password once you get the Bombers' Notebook.



Enter the correct numerical password to enter the underground passage. Inside is a nice treasure and the path to the Astral Observatory.

Easy Money

After you get the Blast Mask (or the Bomb Bag), you can explore the underground passage further. Bomb the crack in the wall to find a treasure chest with a 100-Rupee piece inside. Because treasure chests regenerate every time you reset time, you can return here at the start of every new cycle of days to replenish your wallet.



Blast the wall to reveal a chest full of money!

After you get the Bunny Hood, use its increased jumping range to find another source of easy money. With the Bunny Hood on, jump from the top of the Milk Bar, Latte, over the Termina Field exit to the top of the column on the other side. From there, jump to the awning over Honey & Darling's Shop to the roof of the Town Shooting Gallery. Hidden away is another treasure chest with a 100-Rupee piece inside. Pillage this chest also at the start of a new cycle of days!

NOTE

Two more 100-Rupee chests are in the Stock Pot Inn. You need the Room Key to get to one of them and the patience to wait until the Final Night to get to the other one locked inside the Employees' Only Room.

A Bottle of Chateau Romani

The Milk Bar, Latte, is the favorite watering hole of the adult community in Clock Town. At any given time, you can find Gorman, the Circus Leader, here drowning his sorrows in milk, or Toto, the Indigo-Go's manager, dreaming of what might have been. On the Final Night, however, it is Madame Aroma's turn to lament her son's disappearance. You need the Romani's Mask to enter (it's proof of membership!) when the bar opens at 10 p.m., and to spark some sort of response from Madame Aroma, you need the Special Delivery to Mama. (The Romani's Mask is given to you by Cremia of Romani Ranch, and the Special Delivery to Mama is given to you when you get the Keaton Mask from the Curiosity Shop Man.) Deliver the letter from Kafei to Madame Aroma personally and she gives you a bottle of Chateau Romani, the most expensive milk on the menu! The bottle is yours to keep and, because it is 10 p.m. or later on the Final Night, the milk is likely to go unused.

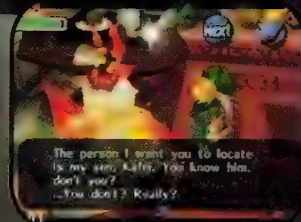


Chateau Romani suspends the consumption of magic points for a short time. This is very useful in battles where you need to use a lot of magic-using items or attacks.

Kafei's Mask

Requirements: Link

To get this mask that looks just like a guy named Kafei, talk to his mother, Madame Aroma, at the Mayor's Residence after 10 a.m. on the First or Second Days. If you agree to help find her missing son, she gives you this mask. Kafei's Mask prompts people to give you information about Kafei.

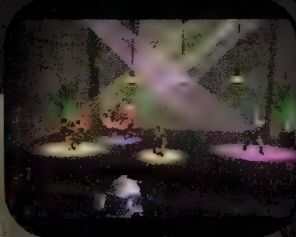




Circus Leader's Mask

Requirements: Deku Mask, Goron Mask, Zora Mask, and Romani's Mask

Getting the Circus Leader's Mask fulfills two of the favors written in your Bombers' Notebook. First you must collect all three transformation masks and the Romani's Mask. Then, pay a visit to the Milk Bar, Latte on the First or Second Night after 10 p.m. Inside you find Toto and Gorman. Take Toto's sound check challenge in all four of Link's forms and the resulting melody makes Gorman cry with happiness. In gratitude, Gorman gives you the Circus Leader's Mask. Use this to spook his brothers at the Racetrack on Milk Road and to prevent them from attacking Cremia as she makes her Milk Run to Clock Town on the Second Night.



Couple's Mask

Requirements: Kafei's Mask, Garo's Mask

The Couple's Mask marks the completion of the longest subquest in the game: the reunion of the lovers, Anju and Kafei. (For a detailed flowchart of this quest's events see "The Secrets of the Bombers, Notebook" and the "Masks" sections.) Once you've met with Anju and then with Kafei, remember to give Anju the Pendant of Memories before heading off to Ikana Canyon and Sakon's Hideout at 6 p.m. on the Final Night. Once you've finished that event, head back to Clock Town immediately and wait for Kafei to appear in the Employees Only Room between 4:30 a.m. and 5 a.m. The two give you the Couple's Mask with just enough time left for you to grab your Ocarina and restart time!



If you don't give Anju the Pendant of Memories, she won't remember to meet Kafei in the Employees Only Room and you won't get anything!

Postman's Hat

Requirements: Link, Special Delivery to Mama.

The path to getting the Postman's Hat is very similar to the path taken to getting the bottle of Chateau Romani from Madame Aroma. The only difference is that you give the Special Delivery to Mama to the Postman, instead of delivering it to Madame Aroma personally. Once you get the Special Delivery to Mama from the Curiosity Shop Man on the Final Day, wait until about 10 p.m. before you give it to the Postman in his room at the Post Office. Then wait for him outside of the Milk Bar, Latte until he's completed the delivery. He gives you the Postman's Hat before he flees town!



Piece of Heart #2

Requirements: Land Title Deed (or any other piece of paper)

Inside the Stock Pot Inn after midnight, you find a strange hand coming out of the toilet looking for a piece of paper. Give the hand any sort of paper (i.e. any of the Title Deeds or Letters) and the hand gives you a Piece of Heart in return. You can easily do this during the first cycle of days with the Land Title Deed the Akindo Nut gives you. Just break into the Inn using the Deku Flower nearby to launch yourself to the second floor balcony and use the door there to get inside.



Piece of Heart #7

Requirements: Bomb Bag,
Rupees (10 per game)

Every day at Honey & Darling's Shop you find a new bomb-related minigame. If you can win all three in one cycle of days (all three days in a row), they give you a Piece of Heart as a prize!



Pieces of Heart #14 & #15

Requirements: All-Night Mask

Anju's Grandmother seems to think you like to have stories read to you. Whenever Link listens to her read, however, he can't help but fall asleep! To counteract this, use the All-Night Mask when listening to her read. If you correctly answer her questions about the story she's just read, you get a Piece of Heart from her.

Listen to both stories to win both Pieces of Heart.



Piece of Heart #10

Requirements: Postman's Hat

Once you get the Postman's Hat, you can use it to check the contents of the Mailboxes in Clock Town. In the first one you look into, you find a Piece of Heart!



Piece of Heart #11

Requirements: Hero's Bow,
Rupees (20 per game)

This is the second Piece of Heart in East Clock Town that is given as a prize for a minigame. At the Town Shooting Gallery, you get a Quiver upgrade for beating the day's high score. Their big prize (the Piece of Heart), however, is reserved for those who get a perfect score. This is a pretty hard challenge, so you should feel very pleased with yourself if you manage to win this prize.

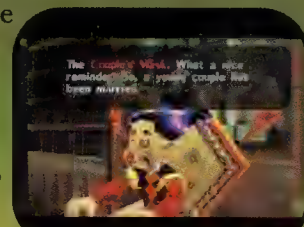
Caution

The Grandmother's stories take time to listen to (two hours for the first one and until the next morning for the second), so be sure to do this event when you have the time to spare!

Pieces of Heart #16

Requirements: Couple's Mask

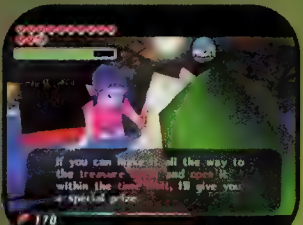
When you get the Couple's Mask from Kafei and Anju, you can use it to solve Mr. Dotour's problem. He can't seem to put an end to the long, loud meetings about the impending catastrophe. When you wear the Couple's Mask into one of the meetings, it gives him the strength he needs to solve everyone's problems and end the meeting once and for all. In gratitude, he gives you a Piece of Heart!



Piece of Heart #12

Requirements: Goron Mask, Rupees
(30 per game, as Goron Link)

Piece of Heart #12 is given away as a prize at the Treasure Chest Shop. The Treasure Chest Shop challenges players to get to the treasure chest on the other side of the room before time runs out. Of course, to make things difficult, you have to dodge walls and other impediments as you make your way to the chest. To win this you must purchase a ticket as Goron Link (the prizes differ depending upon what Link species you are) and then win the game. The trick is to change back to Link and use the Bunny Hood to reach the chest (Goron Link is so slow!).





TERMINA FIELD



Surrounding Clock Town and serving as a junction between the commerce town and the major landmark areas, Termina Field is a lush and lively area teeming with activity. Its most unusual feature is the way the landscape abruptly changes to mirror the environment of the areas beyond: Snow and ice dominate the north, heavily wooded areas form a canopy near the south, endless flat sandy beaches stretch along the west, and rocky outcroppings jut up in the east.

Take care early in the game when approaching the many distinctly different creatures within these areas while exploring outside of the protective confines of Clock Town. Learn their attack patterns before rushing headlong into battle.



Hidden Holes

1. 4 Green Rupees
2. 4 Green Rupees
3. Piece of Heart #1
4. Bombchu x1
5. 4 Green Rupees
6. Piece of Heart #1
7. Piece of Heart #1
8. 4 Green Rupees
9. 4 Green Rupees
10. 10 Rupees

Treasure Chests

1. 10 Rupees
2. 10 Rupees
3. 10 Rupees



The Surrounding Geography

The Northern Expanse

Beyond the ice-filled canyon where Dodongos listlessly rove about, lies a glacier-blocked passageway that leads into Snowhead Mountain. Beyond the glacier near the mountain, you'll find the race of the cave-dwelling Gorons. Before you can make the journey into this frozen tundra, you must shatter the glacier blocking the passage with the Hero's Bow.

The Southern Wetlands

Due south of Clock Town, deep within the Southern Swamp, lies the palace of the stubborn and rash Deku King. Entering the depths of the swamps may prove difficult, as the waters that run near the palace are not as clear and pure as those near Termina Field.

Just west of the passage leading to the Southern Swamp is the road to Romani Ranch. This peaceful farm supplies the Milk Bar, Latte in Clock Town with the highest quality milk, Chateau Romani.

The Western Coast

Beyond the iron-barbed walls on the western side of Termina Field, a short canyon passage opens onto the Great Bay coast. Past the shoreline, where the waters run deep, live the noble race of aquatic Zora. Nestled in the mountainside to the north end of the bay lies the near impenetrable fortress of, the Gerudo, the female race of thieves.

To proceed into the Great Bay coastal region, you require the aid of your trusty steed, Epona, to clear the fence separating Termina Field from the bay.

The Eastern Canyon

High above the rising Bombchu-filled route lies a ravine separating Termina Field from the Ikana Canyon, which is home to the ancient castle of Ikana and the Stone Temple. It is rumored that the spirits of the dead walk these lands in unrest.

Due to a large fence, Link won't be able to explore this region until after he's regained possession of his faithful horse, Epona.

Termina Field Events

Hidden Holes Yield Hidden Treasures

Many underground caves lie within Termina Field. While most of them are openly visible, some require you to remove the boulders covering their hidden hole entrances, and two of them can only be stumbled upon accidentally while walking in the tall grass. While most of these subterranean caves contain chests that hold Rupees, others contain more valuable treasures such as Pieces of Heart.

Beware the Winged Thief!



Near the entrance to Milk Road and Romani Ranch, a Takkuri perches, high above in the tree, waiting for unsuspecting victims. This thieving bird swoops down and attacks, causing one of two things to happen. If you're lucky, only your hard-earned Rupees spill

onto the ground, and the Takkuri will circle around and dive down to collect them. If you're not so lucky, the bird will soar high to the sky, making off with a possession such as your Sword, Shield, or a bottle.

NOTE

On the bright side, once the Takkuri has made off with an item, you won't have to deal with the Takkuri again until you purchase back your stolen goods from the man in the Curiosity Shop in Clock Town.

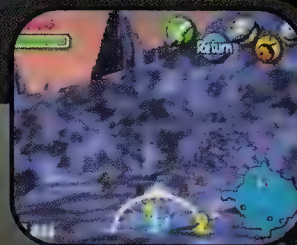
Kamaro's Mask

Requirements: Ocarina of Time, Song of Healing

Every night from midnight to 6 a.m., you can find a man practicing some rather graceful moves atop of one of the mushroom-shaped stone pillars near the entrance to Snowhead Mountain. Playing the Song of Healing after listening

to his sad tale allows you to

interact with him and get Kamaro's Mask. While acquiring this mask doesn't do anything for you directly, it allows you to satisfy another event and gain a Piece of Heart!



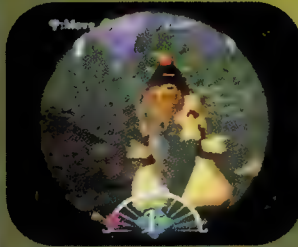
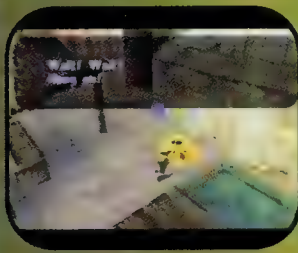


Piece of Heart #17

Requirements: 100 Rupees

Bartering with the Akindo Nut

This event requires two subsequent triggers. First, speak with the Akindo Nut near the Clock Tower in Clock Town. Then, view (using the telescope in the Astral Observatory) the Akindo Nut returning to his underground storage area with supplies.



After you've witnessed the Akindo Nut flying back for more supplies, you can jump down the hole in Termina Field, located just outside the observatory fence, and confront this wily salesman. Discouraged that you've found his "secret" storage area, he offers to sell you the Piece of Heart for 150 Rupees. However, if you hold out, the Nut lowers his price and offers you one more opportunity to buy it before leaving in search of a new "hiding place" for his goods.



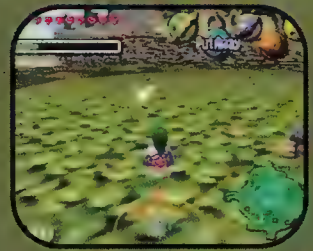
Piece of Heart #18

Requirements: Daytime

Defeating the Pea Hat

Hidden within the tall grassy area in the southwest portion of Termina Field is one of the few holes you can find only by stumbling blindly into it. Its closest landmark is the Deku Baba just south and east of the hole within the same patch of tall grass.

To obtain the Piece of Heart, you have to defeat the Pea Hat nesting in the cavern below—however, you only encounter the Pea Hat during the daytime. Defeat the Pea Hat by engaging it close and attacking the central stem that hangs down. By keeping close, you can avoid the whirling blades and finish it off quickly.

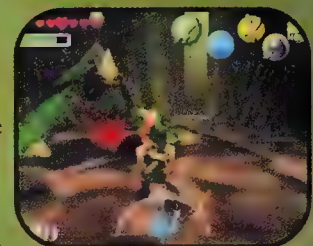


Piece of Heart #19

Requirements: None

Dodongo Lair

You have to battle in cramped quarters to earn this Piece of Heart. The small cave that the two Dodongos occupy doesn't have room for a lot maneuvering.



However, with quick and precise attacks, you should have no problem defeating them one at a time. Just remember to keep clear of their fiery blasts.

Tip

Defeating the Dodongos is much easier if you've purchased the Bomb Bag from the Outpost Trading Store in Clock Town and own a few bombs. Without them, be prepared to deal out approximately 10 hits of your sword to bring down each one of these fire-breathing beasts.





Piece of Heart #20

Requirements: Bomb/Goron Mask, Hero's Bow/Deku Mask, Zora Mask

Bio Deku Baba Lair

There are a variety of ways to retrieve the Piece of Heart located within this Hidden Hole. However, you must



first possess all three of the transforming masks—you'll need the Zora mask to dive down into the deep waters to retrieve the Piece of Heart.



First, uncover the hole itself by removing the boulder covering it. Do this either by setting down a bomb near the boulder or by smashing it to pieces with one of Goron Link's powerful fists.



After you've descended into the cavern below, defeat the two Bio Deku Babas or risk being mauled. They hang below the two lily pads near the shore of the small swimming hole at the far end of the cavern. If you run out of arrows, Deku

Link's magic Bubble Attack will work in a pinch.

Finally, shoot down the farthest beehive hanging from the ceiling. Once again, you can use the Bubble Attack to knock loose the hive. Then, transform into Zora Link to swim to the bottom of this deep pool of water to retrieve the Piece of Heart.

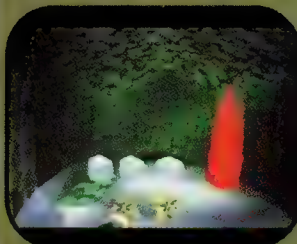
Piece of Heart #21

Requirements: Bomb/Goron Mask (to expose the boulder-covered entrance), Deku/Goron/Zora Mask, Mask of Truth

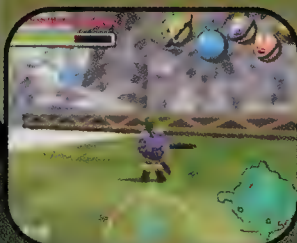
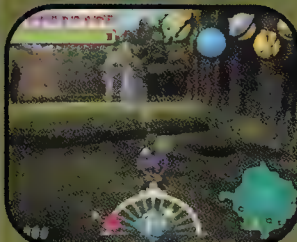
Gossip Stones



Within four of the Hidden Holes in Termina Field are small caverns that contain a group of four Gossip Stones each. Until you acquire the Mask of Truth, the true desire of the Gossip Stones remains a mystery. However, after you don the mask and converse with the stones, you find that they all wish to be turned similar in color. Further conversing with the smaller stones reveals that each stone responds to a different melody.



To accomplish this task, after talking with a small Gossip Stone, put on the appropriate mask (Deku, Goron, or Zora) and then perform the song that it requested. Once the first stone is transformed, you can complete the event by visiting each of the remaining holes and playing the same melody.





MILK ROAD/ ROMANI RANCH

West of the passage into the Southern Swamp lies the entrance to Milk Road, which leads to the Romani Ranch and Gorman Racetrack. Travel down the road to discover that a large boulder has blocked the way to the ranch. The worker attempting to clear the passage won't complete his task until dawn of the Third Day.

After the passage is cleared, you can freely explore the ranch and its surrounding areas. But before exploring, consider buying the map for the area from Tingle, who hangs high above Milk Road from his balloon. A quick Bubble Attack from Deku Link brings Tingle down so that you can trade with him. You can also purchase a Great Bay Area Map, but it's better to wait until you reach that area rather than pay the premium price that he asks.



Tingle

Romani Ranch	20 Rupees
Great Bay Map	40 Rupees

Gorman Brothers

Milk	50 Rupees
Race	10 Rupees





Pieces of Heart

To Romani Ranch

8

To Termina Field

Milk Road/ Gorman Racetrack

A quiet little road runs from Termina Field to Romani Ranch. The two branching paths both lead to the Gorman Racetrack.

Shops and Other Buildings

1 Gorman Brothers
Racetrack



Garon Mask

Requirements: Goron
Mask, Powder Keg,
Epona, 20 Rupees

After you've learned Epona's Song from Romani, you can race against the Gorman Bros. at the Racetrack. It costs 20 Rupees per attempt, but beating both men nets you the Garon Mask.



Clearing the Road

After you've acquired the Goron Mask by helping out Darmani's ghost, and been certified to carry Powder Kegs by the BigGoron in the Goron Village, you can freely access Romani Ranch during all three days. With Powder Keg certification, you can purchase Powder Kegs from the Goron found in the Trading Post in Clock Town when you wear the Goron Mask.

After you have a Powder Keg, you can clear the passage leading to the ranch. Just remember to stand clear after the barrel's been lit and set down by the boulder.



NOTE

All of the events listed for the Romani Ranch Area (with the exception of winning the Bunny Hood) require that you clear the path so that you can enter the ranch prior to the Third Day.



Tip

Stay in the inside of the track and jump the last two corners before reaching the halfway point on the track. With careful use of the barriers, you should be able to take the lead after jumping the third turn and race the finish line before them.



Piece of Heart #33

Requirements: Keaton Mask

The Keaton's Quiz

Unlike the rest of the clumps of grass found in Termina, these scurry away when one of them is attacked. You can pick up Rupees from them if you manage to strike them before they disappear. If you're wearing the Keaton Mask, however, a Keaton will appear after you attack the ring of grass.

Not deceived by your mask, the Keaton humors you by offering you a prize for correctly answering five questions concerning events you've witnessed and people that you've met in the Land of Termina. Answer them all correctly and you're rewarded with a Piece of Heart!

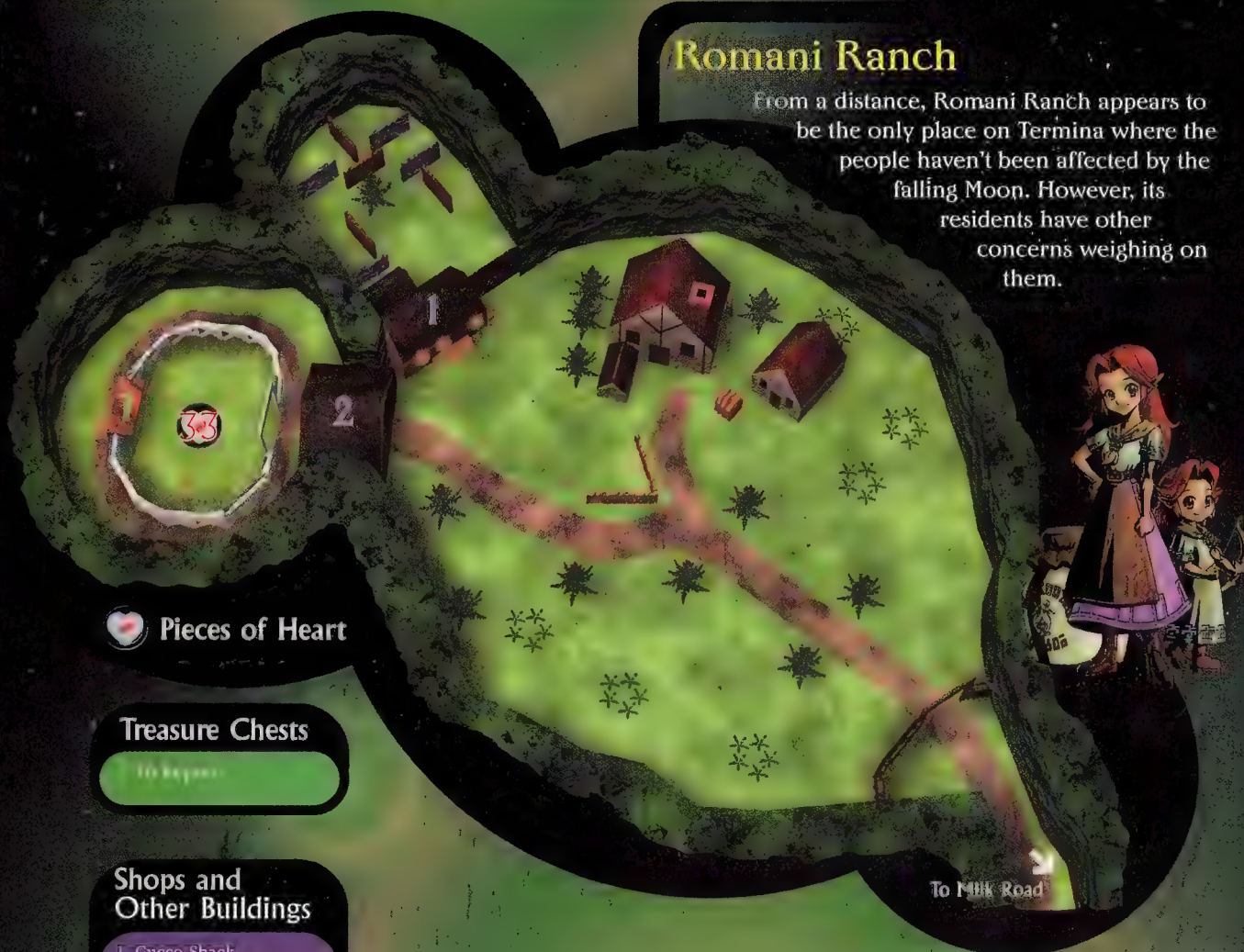


NOTE

Answering the five questions correctly only yields the Piece of Heart if you haven't already won it from the Keaton in Clock Town or the Mountain Village.

Romani Ranch

From a distance, Romani Ranch appears to be the only place on Termina where the people haven't been affected by the falling Moon. However, its residents have other concerns weighing on them.



Pieces of Heart

Treasure Chests

10 Rupees

Shops and Other Buildings

1. Cucco Shack
2. Doggie Racetrack

Epona's Song

Talking with Romani on the First Day reveals that, although her sister Cremia doesn't believe her, "things" come down from the sky in a glowing object that shows up at night before the carnival, and they make off with the cows, which is why she's shooting at the balloon. She asks you to help, but first you have to practice shooting the 10 balloons that she's set up around the ranch. And you have to do it while riding Epona. After you complete the practice run, you learn Epona's Song and Romani asks you to come back at 2 a.m. to help her protect the cows from the alien invasion.

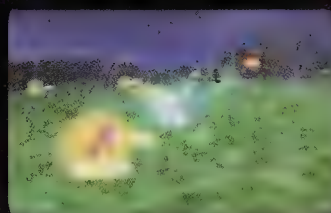


Stop the UFO Invasion!

After succeeding Romani's practice session, Link can help save the ranch by shooting the incoming glowing aliens as they approach the barn. This event starts at 2 a.m. on the First Night. Although these shimmering

specters aren't especially swift, there sure seem to be a lot of them. And worse yet, every time you take one out with an arrow, another one materializes right away to take its place.

Hold the fort until daybreak (6 a.m.) to save the ranch, and Romani rewards you with a Bottle of the ranch's finest.



Tip

If you find yourself overwhelmed by extra-terrestrials, you may wish to slow down time using the Ring of Time Invention. While this increases the amount of time that you have to protect the barn, the alien move a lot slower, giving you that extra edge to keep them at bay!



Tip

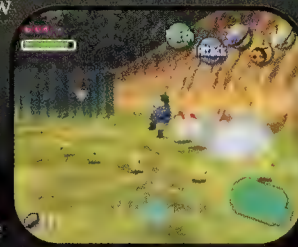
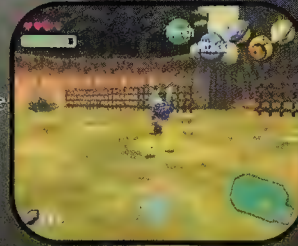
During the invasion, don't stay too far from the barn—let the aliens come to you. Also make sure to keep an eye on the area behind the horse and barn for aliens trying to sneak up behind you. If you run out of arrows, find refuge by crouching through the change to grass or breaking open the crates behind on the side of the barn.

Bunny Hood

Requirements: Bremen Mask

Poor old Grog loves nothing more than the Cuccos that he tends here on Romani Ranch. However, with the Moon looming closer and closer, he's upset that he won't see his Cuccos grow up to become roosters.

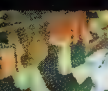
By pulling on the Bremen Mask and marching around the field (use **B** to march), you can lead the chicks around parade-like. Once you've collected all 10 of them, they magically mature into full-grown roosters. After the transformation is complete, talk to Grog again to receive the Bunny Hood.



Tip

The Bunny Hood is, by far, one of the most helpful masks within the game (outside of the morphing mask). While wearing this mask, you can sprint around Termina quicker than ever!

Requirements: Second Night (7 p.m.), Hero's Bow, Circus Leader's Mask (optional)



You got
Wear it
Lulu.



At your first game the Casino Treasury Man is before talking with. Expects the earthshaking Gamblers with long hair and are asking the reason of interest in driving the borders of gold.



Requirements: Mask of Truth (optional)

Place	Winning
1st	7%
2nd	2%
3rd-5th	0%
6th	—



tip



To increase your chances of winning the big prize, first, the "Big 6" Time and again in about each day but to say everything him up. While the little guy that is thinking "I think I can win!" come out always (you'll find them) to a still not just that.

WOODFALL AREA

Due south of Clock Town lies the winding road that leads into the Southern Swamp. A little past the halfway point, you can purchase another pair of maps from Tingle. This time his offerings include Woodfall and Snowhead, and as usual, the map for the next area (Snowhead in this case) costs double if you purchase it outside of the region.



Road to Southern Swamp

This heavily-wooded area joins Termina to Woodfall and is home to Bad Bats and Wolfos. As you make your way down the tree-covered path, the telltale "whoosh-whoosh" sound of the bat's wings alerts you when one leaves its perch in the trees in search of some prey! The Wolfos, on the other hand, appear out of the ground and relentlessly pursue you. As normal Link you won't stand a chance against these quick and agile creatures, but with the aid of the Bunny Mask you can outrun them if you don't feel like fighting.



 Pieces of Heart

Shops and Other Buildings

Swamp Shooting Gallery

Hidden Hole

W. B. B. B.



Southern Swamp Shooting Gallery

After you get the Hero's Bow from Woodfall Temple, stop by the Swamp Shooting Gallery. For a mere 20 Rupees per game you can hone your archery skills by shooting the moving targets within the Swamp Shooting Gallery. Get a perfect score to win valuable prizes. You have an unlimited supply of arrows, so time is the only element working against you.

Play the game a few times to determine the pattern of how the creatures appear. The Deku Shrubs, Mad Scrubs, and Guay reappear if you miss them the first time around, unlike the five Wolfos that run across once. And don't forget to take out the two Mad Scrubs nesting high above on the left-side ledge and right-side tree limb. The first time you receive a perfect score, you win a Quiver upgrade that allows you to carry more arrows.



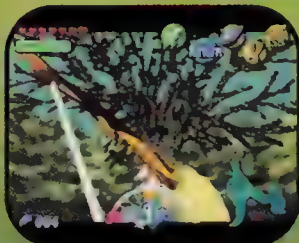
Piece of Heart #22

Requirements: None

The Crux of the Tree

The tall tree growing near the fork in the path holds a Piece of Heart high above, where the limbs branch out. Before climbing up the vines on the north side of the tree, dispatch the three Bad Bats nesting up above or suffer the consequences during your ascent.

If you already have the Hero's Bow, pick them off one by one. If not, the Deku Mask and its Bubble Attack work just as well. After they're gone, simply climb up and claim your prize!



Piece of Heart #25

Requirements: Hero's Bow, Rupees (20 per game)

Southern Swamp Shooting Gallery

If you've already earned your Quiver upgrade, scoring another perfect round should be easy for a skilled archer like yourself! Simply shoot another perfect round and the Gallery owner rewards you with a Piece of Heart!



NOTE

After you win the Piece of Heart, you can continue to play this minigame to increase your savings. Each time you score a "Perfect," the time remaining is added to your base score of 2,120. If your final score is between 2,140 and 2,170, you walk away with an extra 20 Rupees jingling in your pockets. Shoot 2,180 or better and a nice 50-Rupee gem is yours!



Southern Swamp

The Southern Swamp is home to the Deku Scrubs, ruled by a bullish Deku King who resides in the Deku Palace, near the SW end of the Swamp. Woodfall itself, the central portion of the Southern Swamp area for which the area is named, is currently inaccessible due to the large Octorocks blocking the cave leading to it.

When visiting Southern Swamp, visit to the Swamp Tourist Center, conveniently located at the Swamp's entrance. Up the ladder, you find Tingle's father, who runs the Tourist Center and the Boat Cruise office. Farther north and east, the Magic Hags' Potion Shop sells life- and energy-restoring elixirs.

Shops and Other Buildings

1. Swamp Tourist Center
2. Magic Hags' Potion Shop

Hidden Hole

1. To Regras



Pieces of Heart



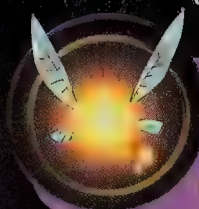
The Owl Statue

First, strike the Owl Statue to the right of the Swamp Tourist Center. This allows you to quickly return to the Southern Swamp Area after you've learned the Song of Soaring.

Boat Tours—Closed?

When you try to arrange a Boat Cruise, you find that the cruise director, Koume, is out. In the NE corner of Southern Swamp, a path leads to the Magic Hags' Potion Shop. If you talk with Kotake (you might have to wake her), she explains that Koume went out looking for more Magical Mushrooms in the Woods of Mystery, but Kotake's also concerned about the length of time that Koume's been gone.

The entrance to the Woods of Mystery is behind the Magic Hags' Potion Shop. Reaching the shore, you find a monkey that leads you through this confusing forest. Just don't fall too far behind!



Tip

If you do happen to fall behind and lose sight of the monkey, refer to the map below. The colored paths show you the directions to take to reach your destination depending on which way it is.

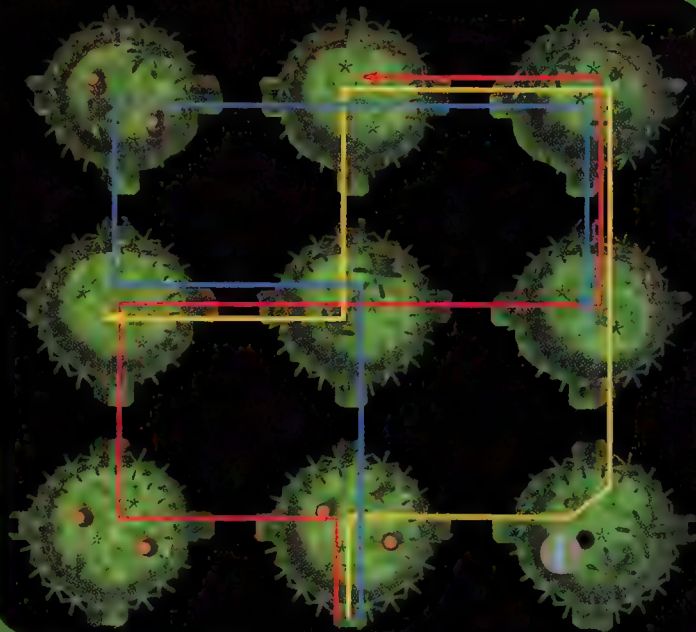


Woods of Mystery

When you reach the hag, Koume recaps her events with the Imp who left her in her current condition and requests that you run back to the Magic Hags' Potion Shop and get a Red Potion (if you don't already possess one). Back at the shop, Kotake shrieks at the thought of her sister being hurt and gives you a Red Potion.

After getting the potion, hurry back to the Woods of Mystery and follow the monkey again to reach Koume. This time, offer her Kotake's magic potion to revitalize her. With the old hag back on her feet again, you can return to the Swamp Tourist Center and take that Boat Cruise! Keep the empty bottle.

As you exit the Woods of Mystery, the monkey and his friends, who were obviously impressed with your abilities, have a favor to ask. It seems that one of them went to visit the Deku Princess at the Deku Palace and hasn't returned. They'd like you to find out what's become of him.



First Day Path
Second Day Path
Final Day Path

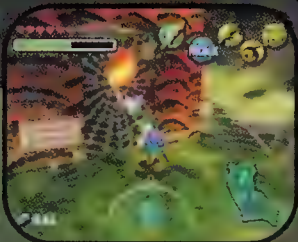
Hidden Hole

100 Angers

Mask of Truth

Requirements: Second or Third Day, Deku Stick, Empty Bottle, Magic Beans x 2

After you've taken the Boat Cruise, you can freely access all the areas of Woodfall. On the east side of the Swamp, a cobweb-covered doorway blocks your path into the building on this small island. Using the torch, light a Deku Stick and burn the cobweb away. Within the building, a man who has been cursed appears in the form of a Skulltula and explains that his curse can only be lifted if someone collects all of the Golden Skulltulas found within this house.



Tip

You won't be able to complete this quest until you've killed Kewin. The Akkala Girl near the Swamp Tourist Center will tell you how. She will also tell you to bring them elsewhere. Explore the Palace Gardens within the Deku Palace to discover the guy falling thru them.

note

The Spider Houses don't display maps. If you have trouble finding all of the Golden Skulltulas, you can break open the sealed section in this guide for detailed maps and a listing of how to find all 30 Golden Skulltulas.



Piece of Heart #23

Requirements:
Clock Town Land Title Deed

The Southern Swamp Akindo Nut



Remember how the Akindo Nut in Clock Town told you that his piece of property was valuable? Well, it seems that this Akindo Nut would gladly give up his real estate for a chance to move to the city. Give him the Land Title Deed from Clock Town and he packs his bags and moves out, leaving you with a deed to his location.



Now that you own the Deku Flower, transform into Deku Link and launch yourself onto the roof of the Swamp Tourist Center. There you find another Piece of Heart!

NOTE

It's likely that you'll have to retrace your path and get the Moon's Tear to trade to the Akindo Nut in Clock Town to acquire the Land Title Deed for the Akindo Nut here. This is just one of many events that require you to re-live events in the game to achieve your final goal.



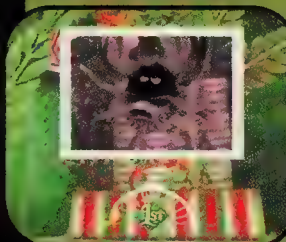
Piece of Heart #24

Requirements: *Pictograph Box*

The Swamp Tourist Center Pictograph Contest



After you rescue the injured Koume, Kotake resumes running the Boat Cruises. Be sure to talk to the Information Guide again to get your Pictograph Box before taking the boat ride. During the peaceful cruise, the boat knocks out the large Octorock and continues its journey through the cave into southwestern area of the Southern Swamp.



When the boat pauses, get off and walk through the doorway to reach the Deku

Palace. The sentries posted outside question your presence but allow you to enter if you're wearing the Deku Mask. Once in the Deku Palace, enter the royal chambers and take a picture of the Deku King. Return to the Swamp Tourist Center and show the Information Guide your picture. He's so impressed that you win the contest hands down and gain a Piece of Heart!

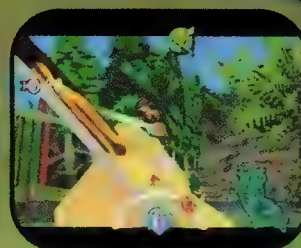
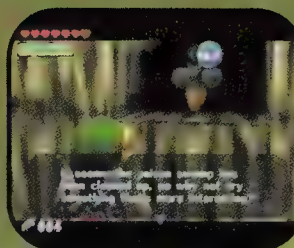


Piece of Heart #25

Requirements: *Rescue Koume, Clear Woodfall Temple, Hero's Bow, Rupees (10 per game, after the first one)*

If you return to the Swamp Tourist Center after you've defeated Odolwa in the Woodfall Temple, talk to Kotake to participate in a new minigame, the Boat Cruise Shooting Game. During the game, you ride in the boat while she flies around on her broom, dangling a small bull's-eye target. The object of the game is to strike the target as many times as you can before the boat circles the swamp and reaches the Swamp Tourist Center again.

The first time that you manage to score 20 or more hits, you gain a Piece of Heart. Each time you beat the high score after that, you win a 50-Rupee gem!



NOTE

The object to this game is to hit the target that she's carrying, not poor old Kotake! If you wing the old hag 10 times, she ends the game.



Hidden Hole

1. In Express Mode
Majora's Mask



Pieces of Heart



Deku Palace

Past the brightly decorated log archway in the SW corner of the Southern Swamp lies the Palace of the Deku Scrubs. These highly secretive creatures are said to permit none but their own kind within the palace walls.

The Boat Cruise Opens Previously Blocked Paths

After talking with Koume at the Tourist Center, you receive the Pictograph Box and take a scenic trip over the Southern Swamp. That large Octorock previously blocking the cave meets its match when the boat plows into it, opening up the pathway into the swamp's SW area. Get off when the boat pauses at the dock.

Free the Monkey

Getting past the palace guards shouldn't be a problem for a hero with a mask that allows him to change into a Deku Scrub. Once inside the palace, proceed to the chamber at the far end of the hallway to speak with the Deku King. It seems as though the little monkey's concerns were well-founded and that their friend has been tied up and accused of killing the Deku Princess!

As you leave the throne room, one of the monkey's friends informs you of a secret entrance leading into the cell from outside the palace walls. He also tells you about the guy living underground in the Palace Gardens who sells Magic Beans. The entrance that he's talking about is near the back on the right side of the palace (when facing it from the outside). However, you have to find that guy selling the Magic Beans first!

Magic Beans, Rupees (10 per Bean)

Enter the right side entrance to the garden (when facing the king's chamber), navigate to the back wall, and turn right to gain access to the second garden area. From there, avoid the guards and proceed to the back left to a Hidden Hole. Drop down to find the guy selling Magic Beans at 10 Rupees each. While you're down there, make sure to fill up your empty bottle so that you can water the bean once you've planted it.



NOTE

If you get caught by the guards, you'll be ejected from the palace. Not to worry though, just talk with the sentries again, and after scolding you for exploring, they let you back in.



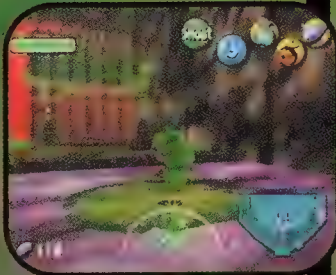
TIP

If you want to sneak past the guards, begin your routine at night. You'll find that they turn on their flashlights to fight off their patrol routes. The light of their flashlights helps you identify their "field of vision" so that you can stay out of sight.

Mask of Scents

Free the Monkey (Part II)

Now that you have a Magic Bean and some water, head to the back corner outside the right side of the palace walls. Plant the bean and then water it to make it grow. Once it blooms, hop on and ride it up to the entrance. From here on, things start to get a little tricky, so put on your Deku Mask and get ready to do some gliding!



To reach the "hidden" entrance into the cell where the monkey is held captive, you need to glide from one Deku Flower to the next. Along the way, you find quite a few Mad Scrubs that don't like the idea of someone invading their space, so they shoot Deku Nuts at you. The safest way to proceed is to blow bubbles and eliminate them from a distance. However, some of them might seem out of reach and you may have to drop Deku Nuts yourself while you glide from flower to flower.

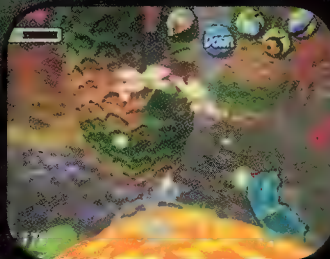
After you've navigated through all four of the Palace Garden areas, you find the entrance to the cell. Take your time and wait for the Deku Flower to reach its peak before launching, or you may have to do the whole thing over again! Up on the final ledge, the monkey's cell lies just inside.

The Sonata is Awakening

Inside the cell, remove the Deku Mask and talk with the monkey. If you pull out your Ocarina, he quietly teaches you the Sonata of Awakening, a powerful melody that can wake even those in a deep sleep. The king, hearing the royal melody, is now convinced that the monkey did away with his daughter, the princess. It's up to you to prove the monkey's innocence and free the Deku Princess from the Deku Temple.

Song of Soaring

Before leaving the Deku Palace Area, investigate the platform high above near the front of the palace. Put the Deku Mask on and use the Deku Flower to glide to the ledge above and go back into the Southern Swamp area. In the Swamp, eliminate the Dragonflies buzzing about or risk getting zapped and thrown to the waters below.



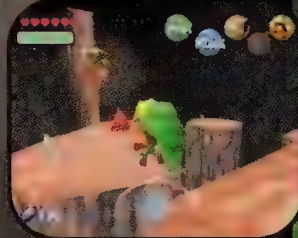
Then, glide from Deku Flower to Deku Flower again, so that you end up on top of the fallen tree rising out of the water near the middle of the area. From there, walk onto the adjoining Deku Flower and glide to the pillar, left of the waterfall. There, the Mysterious Bird Gebola can be found. Talk to him to learn the powers of the stone Owl Statues and learn the Song of Soaring that allows you to travel from one statue to another in the blink of an eye.

Requirements: Return the Deku Princess to the Deku Palace

After you return the Deku Princess to her father in the palace and free the monkey, the princess informs you that the royal butler has taken to you and wishes to give you a gift. To receive this gift, exit the palace and journey to the Deku Shrine (on the right side of the palace as you're leaving it). As Deku Link, hop across the lotus leaves to reach the shrine.

Once inside the shrine, converse with the butler to start the chase. The object here is to keep up with the old man. If you lag too far behind, the falling chamber doors seal you out and return you to the shrine's entrance, where you have to restart (after losing a few Heart's worth of Life Energy).

When you complete the run and make it to the final chamber, the butler presents your gift, the Mask of Scents. With it, you can sniff out the fragrance of the rare mushrooms required to concoct Blue Potions.

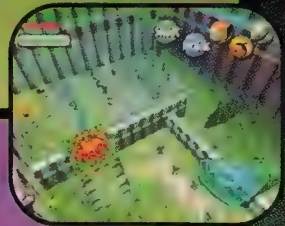


Piece of Heart #25

Requirements: Deku Mask

The Palace Gardens

Although the sentries posted outside the palace warned you that you were not permitted to explore the palace, when has that ever stopped you? Within the Palace Gardens, you can pick up a Piece of Heart as long as you remain undetected by the patrolling Deku Scrubs. To find it, explore the chamber on the left side (when facing the king's chambers). Sneak past the guards in the first chamber to the other side and cross the threshold into the next room to find the Piece of Heart at the far end, tucked away in the corner.



Tip

There are a number of ways to avoid the patrolling guards. You can use the Song of Soaring to walk their beat as long as you stay out of range of their sight paths, your vision is obscured.





Woodfall

Pieces of Heart



Woodfall is the central portion of the Southern Swamp Area. Having lost its protective deity, the Woodfall Temple has sunk into a deep slumber, below the water's surface.

Treasure Chests

1. 100 Rupees
2. 200 Rupees

Shops and Other Buildings

1. Great Fairy Fountain



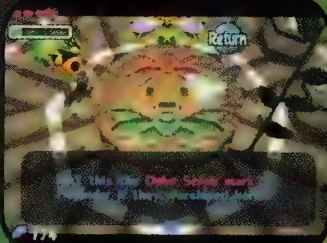
Tip

A fairy is trapped on one of the clay jars resting on the Temple platform. Use it to capture the Fairy in your empty bottle so that you can heal yourself later if need be.

Awakening the Temple

After learning the Song of Soaring, glide from the left pillar over the waterfall to the other pillar to gain entry into the Woodfall Area. At the far end of this area lies a small Temple with a stone seal on it. Using the lotus leaves and the wooden planks, make your way to the platform, pausing to eliminate the Hiploops and Mad Scrubs that reside here.

Standing on the stone seal, transform into Deku Link and play the Sonata of Awakening to awaken the Woodfall Temple. Once it has risen, you can use the Deku Flower to glide over to the entrance.



note

At this point, you may wish to save using the Song of Time so that you have the maximum amount of time to explore the Woodfall Temple. But remember to return to Clock Town first and deposit any Rupees you have collected so you don't lose them.



Piece of Heart #20

Requirements: Deku Mask

Woodfall Treasure Chest



In the SW corner of the Woodfall Area are a pair of elevated tree stumps connected by a wooden plank. Defeat the two Mad Scrubs occupying the Deku Flowers at both ends and then travel to the south end of the platform and open the chest to claim the Piece of Heart.

Tip

Remember to make the Great Deku Tree in the Forest of Spirits using the Song of Soaring.



Woodfall Temple

After you play the Sonata of Awakening, the Woodfall Temple rises out of the poisonous waters and beckons to you. Diving into the Deku Flower near the stone dais, Deku Link can make the journey with a glide that is straight and true.

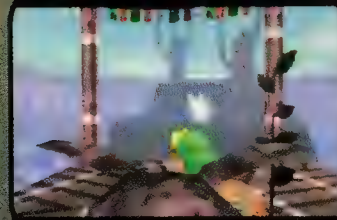
Below is a step-by-step guide to getting through the Temple and recovering all 15 Stray Fairies.

Step 1: Room A

By navigating to the exit on the other side of this first chamber, you can collect the first two Stray Fairies. Simply don the Great Fairy's Mask to attract the first one, which is floating in the center of the room.

As Deku Link, use the Deku Flowers to glide from platform to platform, starting with the one directly in front of you. From that platform, glide all the way over to the chest on right side of the room. Open the chest to collect the second Stray Fairy.

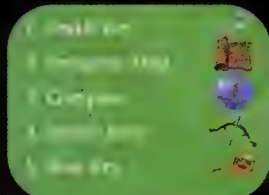
From this platform, glide north to the next Deku Flower, then launch yourself over and around to the north end of the room. Be very careful when approaching the northern platform or the Skulltulas hanging high above in the shadows will descend and knock you off onto the floor below.



Second Floor



Treasure Chests



Stray Fairies



First Floor

THE LEGEND OF ZELDA MAJORA'S MASK

Caution

If you miscalculate your glide and end up on the floor, you have to contend with the multitude of Black Boes hiding in the shadows. After dispatching them, simply retreat to the southern end of the chamber and climb one of the ladders back up to the starting platform.

Step 2: Room B

As you step through the doorway into this chamber, be wary of the Deku Baba to the left. Follow the ramp down to the left and eliminate the second Deku Baba nesting near the locked doorway. Defeating it frees Stray Fairy #3. From there, as Deku Link, hop across the water from the closest Wild Lotus Flower, down to the southern one, then to the east side one, and finally back on solid ground again at the chamber's east end.

The fourth Stray Fairy is in one of the clay pots that are sitting on the platform in the southeast corner. Hop across the water to get there, then either use the Spin Attack or remove the Deku Mask and attack with your Sword, to break open the pots and pick up some items, including bombs, Magic Meter potions, and Rupees.

Caution

If you transform to normal Link while standing on the Wild Lotus Flowers, they'll close up on you like a Venus's flytrap!



Tip

This trick guarantees a Deku Baba loses a Deku Baba if you don't attack it when it's stretched out and finish it off while it's standing tall.



Step 3: Room C

Again as Deku Link, use the Wild Lotus Flowers to hop to the Deku Flower in the center of the room, then use it to glide to the north end of this chamber and collect a Small Key from inside the chest. Return to the Deku Flower and glide again, this time to the exit on the east side, and proceed through the door.



Step 4: Room E

Once you step into this room, the door shuts behind you and an iron gate slams down to block your way. You have to fight your way out of this room! The three Snappers residing here don't take kindly to strangers and will speed up into a spinning frenzy to eliminate you if you're not careful.

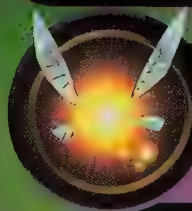


If you've picked up some bombs, you can loft them at these armored turtles to flip them on their backs. Once their softer underbellies are exposed, a few slashes of your Sword can finish each one off. If you run out of bombs, just pull your Deku Mask back on and burrow into a Deku Flower. When one of the Snappers passes over, launch out to flip him over.

After you defeat all three, a large chest materializes near the center of the room. Walk over and open it to claim the Woodfall Temple Map.

NOTE

With the map in your possession, all of the chambers of the Temple are revealed on the Map Subscreen.



Tip

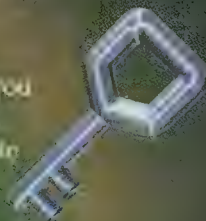
If you run out of bombs, you can always resort to using the Deku Mask to flip the Snappers over.

Step 5: Room C

After retrieving the Woodfall Temple Map, hop over to the Deku Flower and glide back to the west side of this area to exit the door back to Room B.

Step 6: Room B

It's time to use the Small Key that you collected earlier on the west door. Just remember to avoid or eliminate the Deku Baba near the door.



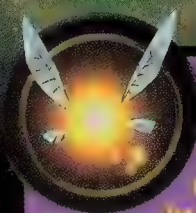
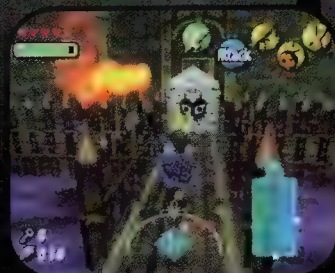
Step 7: Room I

To maneuver through this chamber, you have to exert a little effort on the block in the middle of the room. As you approach the block, Tatl tells you that it's pretty light and you should have no problem moving it. When you move up against it, **A** changes, allowing you to grab the block. Continue to hold **A** while pressing forward on the control stick to slide the block forward, exposing the north- and south-running catwalks.

Turn right, proceed up the north end of the catwalk, then follow it through its twists and turns to the corner where the Skulltula hangs above. Defeat it with your Sword when its backside is exposed or by using Deku Link's Bubble Attack to release Stray Fairy #5.

Continue to follow the catwalk until you reach the stone block again. Grab it and push it back two squares. To unlock the door at the south end, light the torch on the platform next to it. Hold a Deku Stick to the lit torch at the northwest corner of the room, then run back down the catwalk before it burns out.

After you light the torch, the gate rises, letting you go out the southern door.



Tip

Roll up the Deku Stick before you set fire to the torch so you can run it the other direction and reach the other torch in time.

note

Peer up at the ceiling to see a pair of beehives hanging underneath the platforms high above. Shoot a bubble at the one under the middle platform to release Stray Fairy #6.

note

A Stray Fairy is trapped in a bubble underneath the center of the catwalk. However, you can't free it until you find a way to drain the poisonous waters that fill the room.

Step 8: Room II

Another trap! As the door locks behind you, a pair of Dragonflies descends upon you immediately. Use your shield to block their electrically charged stingers and then strike. Two hits each drop them, which causes a large treasure chest to materialize in the center of the room.

Open the chest to add the Compass to your inventory. It displays not only your location, but also the location of all the unopened chests still remaining in the Temple.

Step 9: Room I

There's a door upstairs at the north end of this chamber, but it's covered with cobwebs. To remove them, run a lit Deku Stick up the ramp along the west side leading upstairs and light the torch found there.

Afterward, light a second Deku Stick, and using the platform hovering in the center of the room as a stepping stone, jump over to the north end and burn away the cobwebs.



Step 10: Room K

Past the alcove containing the pair of Deku Babas and up the stairs, Tatl warns you of the impending danger as you enter this darkened hallway. Entering the darkness, you're assaulted by about a half dozen Black Boes, and it gets worse as you enter the dark chamber at the south end.

After you defeat all of the Black Boes within this chamber, a chest materializes in the center of the room. Open it to reveal Stray Fairy #7!

After you defeat the Black Boes, use a Deku Stick to light the three torches along the south wall. Once you've lit the last of them, the door on the east side of the chamber opens, allowing you to press forward.





Step 11: Room L

Your gliding skills are put to the test within this chamber. Accuracy is a must with the Dragonflies patrolling about. Diving into the Deku Flower, launch yourself out to the floating platform that is moving in a north-south, back-and-forth pattern across the center of the room.

From there, launch again and glide over to the second moving platform to reach the doorway at the northeast corner. Before you jump, watch the pattern of the second moving platform carefully, or you might plummet down to the basement and have to start over from the west side.

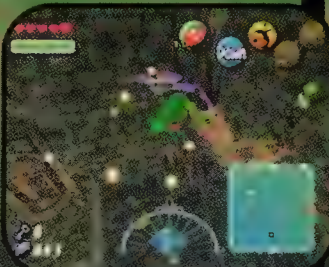


Step 12: Room II

You're back in the second chamber again, this time upstairs. Step on the floor switch near the east exit to cause two ladders to materialize, leading down to the bottom section of the chamber. Next, follow the balcony back to the northern platform where Stray Fairy #8 is trapped in a bubble near the north doorway. Just walk over and pop the bubble to collect it.

In the northwest corner of the room is a second switch on the wooden outcropping. Using the Deku Flower, glide to the ledge and activate the switch, which causes a chest to materialize above, at the south end.

Jump off the outcropping and make your way up the ramp to the southern end to collect Stray Fairy #9 from within the chest. Finally, as Deku Link, jump down and hop from flower to flower back to the east side, climb up the new ladders, and go put the east door.



NOTE

Deku Link doesn't weigh enough to trigger the metal floor switches, so revert to Link to activate them.

Step 13: Room C

Proceed along the upper balcony to the exit on the south side of the chamber and pass through the doorway.

Step 14: Room D

You're locked in again, and a Dinofos drops from the ceiling ready for combat. Remember to guard with your Shield and back away from its fiery breath after scoring a successful hit. Score three successive hits to defeat it and cause a large treasure chest to appear in the chamber's center. Open the chest to retrieve the Hero's Bow!



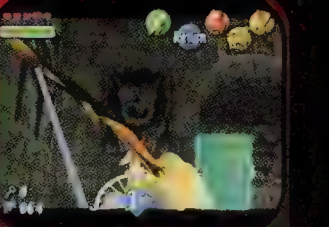
Step 15: Room C

With the Hero's Bow in your possession, you can trigger the eye switch on the north wall. Activating it causes the platform with the Deku Flower to rise and fall. Jump in the flower as Deku Link and launch yourself to the upstairs platform on the north end of the chamber.



NOTE

Before exiting the northern door, shoot the beehive found in the statue's mouth on the north wall to release yet another Stray Fairy. After releasing it, put on the Great Fairy's Mask to collect Fairy #10.



Step 16: Room F

Now you're trapped in a room with the Temple's final mini-boss. The Gekko is different from the dungeon-trapped frogs and a worthy opponent. Its first method of attacking is a direct assault. However, after you score three successful hits on it, it calls forth a Snapper for assistance.

Mounting the Snapper like a prize racehorse, the Gekko attempts to mow you down with the whirling blades that protrude from the side of the Snapper's shell. While atop its steed, your attacks don't affect



him. Use the same techniques as you did on the previous Snappers to throw the Gekko from his mount. He scurries along the walls and ceiling of the chamber until the Snapper can right itself. While it climbs the walls, use the Hero's Bow to hit it three times and take the Gekko down for good.



Tip

Even after looking on to the large stage (15), wait for a pause in his motions before taking a shot at him again.

Step 17: Room G

After you defeat the Gekko, the small chamber to the north becomes accessible. Open the large blue chest within to gain the Boss Key and access to the final chamber.



Step 18: Room F

Head back through the Gekko's chamber and out the way you originally entered (through the south exit).

Step 19: Room C

Using the Deku Flower again, launch up and glide back to the doorway on the west side of the chamber and exit the room.

Step 20: Room B

Using the Hero's Bow, fire an arrow at the torch standing on the large flower-shaped device. If you strike it just right, you'll light the torch, causing the flower platform to unfold its petals, rise up out of the water, and start rotating, purifying the stagnant water throughout the Temple in the process.

Opening the door on the northern platform takes a steady hand and precise shooting. From the rotating flower platform, shoot an arrow through the torch at its center, lighting the torch on the outcropping where you previously triggered the switch. The easiest way to do this is to stand as close to the center of the flower as possible, reducing the amount of movement as you rotate. Once the door is opened, proceed through the northern exit.



Note

With the poison now removed from the waters, head back to Room I and collect Stray Fairy #11 by swimming underneath the catwalk and freeing the bubble-trapped fairy.

Step 21: Room I

The last four Stray Fairies can be found and collected within this large chamber. Three of them are in the small caves carved into the southern wall where you entered. Reach them by using the Deku Flowers to glide to each one. Stray Fairy #15 is trapped in a bubble within the flame burning atop the left column. Nock an arrow to your Bow and shoot the bubble to release it, then call it over using the Great Fairy's Mask.

To reach the entrance to the Boss Chamber, position yourself in the topmost cave on the right side (it contains a Deku Flower) and shoot the crystal switch on the platform directly ahead of you. After the flames on the column die out, glide to the right column and use the Deku Flower there to make your final flight onto the north end platform where you can use the Boss Key to unlock the door and face the Boss.



Masked Jungle Warrior: Odolwa

Don't let the size of this Boss put you off. Believe it or not, he's relatively easy to defeat. Your major concerns are the hordes of locusts, stone blocks, and scarabs that he calls down for assistance. Odolwa attacks in one of five different ways, including a straight out attack with that huge blade of his, calling up a horde of locusts or scarabs to home in on you, or summoning a ring of fire.

While the scarabs can be a major nuisance, they also provide extra Hearts, so you regain Life Energy by defeating them. By dividing your time between Odolwa and his minions, you should have no problem maintaining enough health to defeat the huge Jungle Warrior.





NOTE

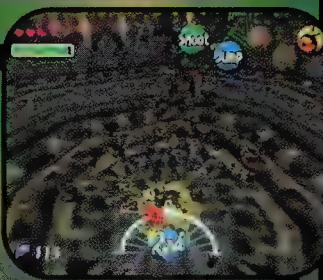
If you dive into a Deku Flower as Deku Link, you can wait out the swarms of locusts until Odolwa summons a fiery ring, which fries them to a crisp. However, if the tremors caused by his jumping around bring down a stone slab on the flower, you'll take damage and be ejected.



TIP

Have you been Odolwa locked in with Z-targeting, you can initiate multiple Jump Attacks in a single encounter before the giant jungle Warrior can recover and retreat. Perhaps this maneuver a few times to bring the great deity down.

After you defeat the great Jungle Warrior Boss, a full Heart Container and a mask containing the remnants of his life force appear. The Heart Container restores your health fully and increases it by one full Heart, while the Remains Mask is the first of four that you must collect while on Termina.



NOTE

After restarting the game or continuing after using the Song of Time, you may have to defeat Odolwa again to trigger essential events. Fortunately, you can warp directly to the Temple Boss Chamber by stepping onto a Majora's Mask insignia carved into the stone floor.

Freeing the Deku Princess

After you defeat the Masked Jungle Warrior, Odolwa and recover the Remains Mask, the waters surrounding the Woodfall Temple drain, the poison dissipates, and a walkway rises out of the waters leading south, back to the Southern Swamp. In the chamber directly behind you, slash through the vines covering the entrance to find the Deku Princess.

After conversing with her and explaining the situation with the monkey, you can scoop her up and store her (temporarily) in an empty bottle to carry her back to the Deku Palace.

Great Fairy Fountain

When you've collected all 15 Stray Fairies from the Temple, visit the Great Fairy Fountain to receive a magic-powered Spin Attack! The Spin Attack allows you to charge up your Sword (as long as your Magic Meter is not empty) by pressing and holding **A** until your Sword starts to glow. Release the button to unleash a whirlwind of energy combined with the circular slashing of your Sword.



Find the fountain by gliding along the ledge on the southeast portion of the wall inside Woodfall once you've exited the Woodfall Temple.

Caution

If you save the game using the Song of Time without returning the Stray Fairies, you have to collect them all over again when you restart the game if you want to receive the magic power-up!



TIP

Once you've completed the Woodfall Temple for the first time and saved your game, the stone circle containing the image of Majora's Mask in the first chamber becomes engulfed in a ring of blazing light. Stepping onto the stone allows you to warp directly to the Boss Chamber.



SNOWHEAD AREA

North of Clock Town, the weather takes a turn for the worse. Compared with the temperate weather conditions in the rest of Termina, this severe change seems a bit out of place. Luckily, the cold weather doesn't seem to bother Link (although he loses a bit of traction in the slippery snow).

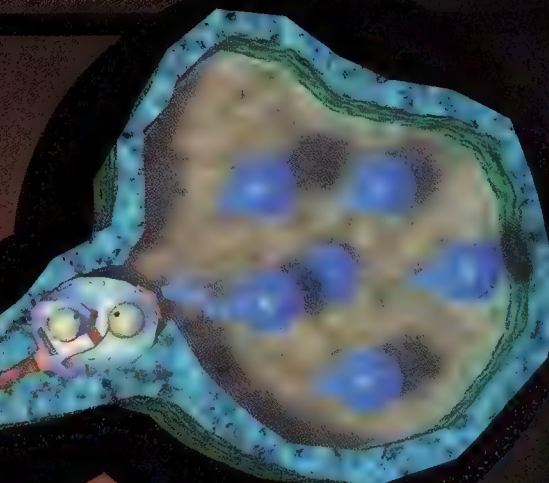
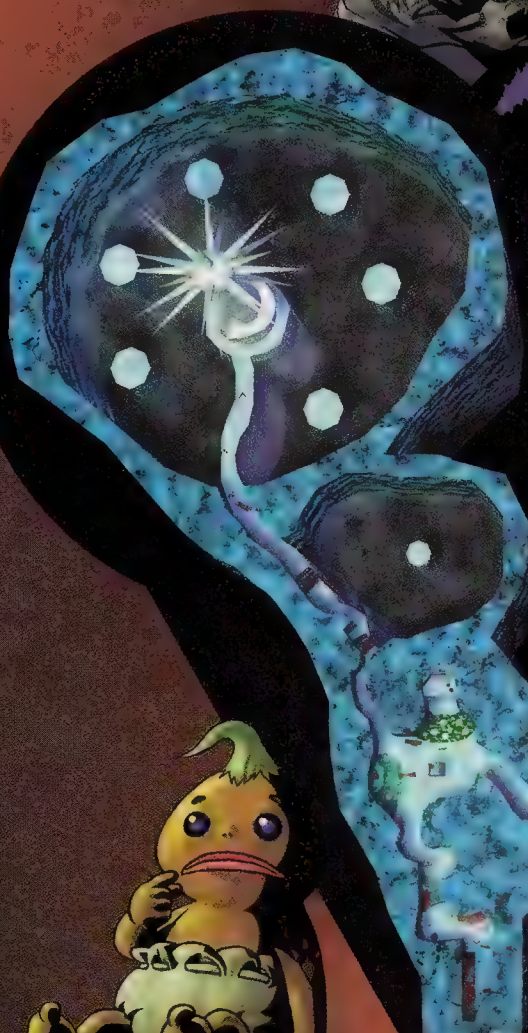
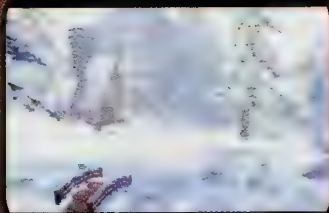
The journey into the Snowhead region is a long and winding uphill climb filled with Blue Tektites and White Boes hiding under the newly fallen snow. To enter Snowhead itself, you need a bomb or two to blast a pathway through the large snowballs blocking your way at the end.

Snowhead contains four areas. The first one you encounter is the Mountain Village, home of the metal smithy. Given the proper tools and time, these guys can work miracles on your sword! North of the village lies Snowhead Mountain, where a blizzard has been raging. It's so strong that even the stout Gorons can't proceed more than a few feet before being blown back.

East of the village lie the Twin Islands, a large frozen lake with two identical islands smack in the middle. A series of rope bridges allows passage from the Mountain Village to the Goron Village, located farther east.

Mountain Village

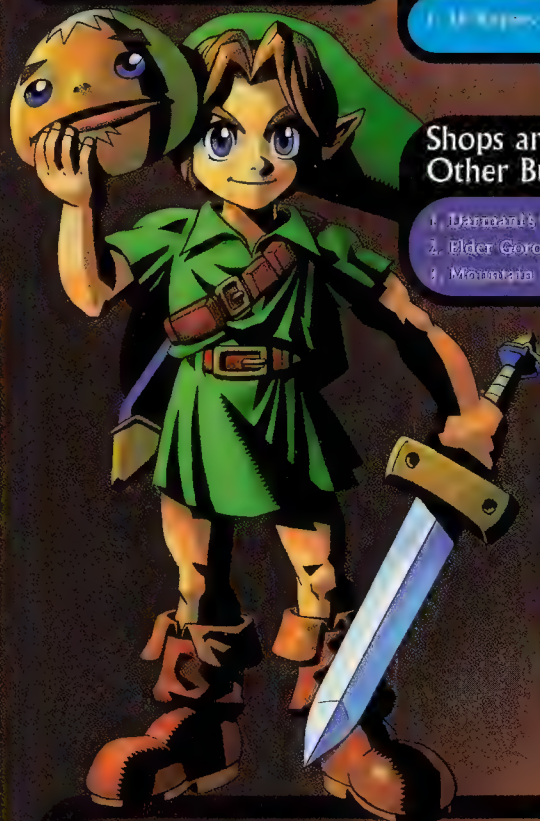
A lone cabin sits quietly under the heavy snow-laden landscape. To the north lies a small lake with many large icebergs floating about, shadowed by the cliff wall just beyond.





Mountain Smithy

Upgrade to Razor Sword 100 Rupees
Upgrade to Gilded Sword Razor Blade, Gold Dust



Hidden Hole

1. 10 Rupees

Shops and Other Buildings

1. Darnant's Gate
2. Elder Goron (Final Day)
3. Mountain Smithy



The Owl Statue

At the north end of the village, near the lake, is another Owl Statue. Strike it with your Sword to activate it so that you can return quickly using the Song of Soaring.

The Smithies

Although the smiths are normally hard-working men, business has been rather slow lately with the cold weather literally putting the deep freeze on their furnace. If you can find some way to thaw out their furnace, you can have your Sword tempered and sharpened for 100 Rupees (if you're willing to leave it there for a day). When you get it back, you can inflict 50 percent more damage for 100 attacks before the blade dulls back to its original state.

If you can get your hands on some Gold Dust before this happens and leave the newly upgraded Razor Sword with them for another day, they can temper it permanently, transforming it into the Gilded Sword. The Gilded Sword is approximately twice as strong as your original Kokori Sword, allowing you to defeat enemies with half the effort!

Hot Springs

After receiving the Goron Mask, put it on so that you can read the inscription on the tombstone that it fell from. Then, move to the back and pull the gravestone back to reveal the Hot Spring underneath. You can now collect Hot Spring Water and carry it around for a short period of time before it cools down.





Tip

Collect a bucket of the spring water and carry it over to the Twin Islands Area. There, you can melt the glacier covering the Hidden Hole to reveal an underground Hot Spring.



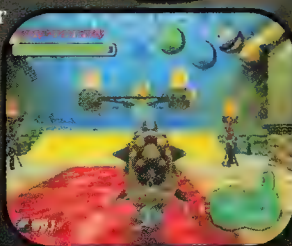
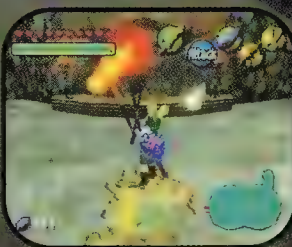
Don Gero's mask

Requirements: Bunny Hood, Deku Stick, Goron Mask, Goron Lullaby, Rock Sirloin

When you entered the Mountain Village, you caught the attention of the frog mask wearing Goron standing guard high atop the ledge. This cold and hungry fellow, stuck outside in terrible conditions, would like something to eat. You can satisfy his request by performing the following:

After putting the Elder Goron's son to sleep, notice that the torch just inside the entrance to his chamber is now burning brightly. Light the Deku Sticks (you'll find them by smashing the nearby clay jars) using the torch and run through the Goron Village, lighting all of the remaining torches within the village.

With the Bunny Hood, you should have no problem lighting the last torch before any of the previous ones burn out. Successfully completing this attack starts the rock chandelier that hangs from the ceiling spinning. To retrieve the Rock Sirloin, a favorite of the Goron guard, launch yourself to where the Goron child is sleeping using the ramp just opposite the entrance. Once you've broken all five hanging clay pots, the Rock Sirloin falls to the ground. Pick it up and carry it back to the guard—he gives you Don Gero's mask in thanks.

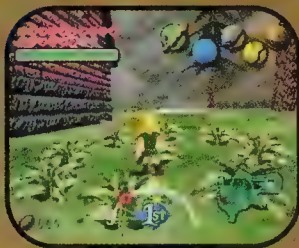


Piece of Heart #3

Requirements: Keaton Mask

The Keaton's Quiz

By now you should realize that when the clumps of grass scurry away after being attacked, you can bring the Keaton around by wearing the Keaton Mask. This is last of three locations where you can play his game and win a Piece of Heart by answering the five questions correctly.



NOTE

Answering the five questions correctly only yields the Piece of Heart if you haven't already won it from the Keaton in Clock Town or on Milk Road.



Piece of Heart #32

Requirements: Clear the Snowhead Temple (defeat Gohat), Don Gero's Mask

The Frog Chorus

After obtaining the Don Gero's Mask you can get this Piece of Heart by reuniting the five Frogs. The one you find in the small pond starts you off. However, you have to search high and low to find the remaining members of the fivesome.

After speaking with each of them, return to the Mountain Village to hear the performance. Below is a list of where they can be found. Just remember to pull on the Don Gero's Mask before conversing with them.

- ✓ The Laundry Pool in Clock Town
- ✓ The SE area in the Southern Swamp (on the log)
- ✓ Defeat the Gekko mini-boss in the Woodfall Temple
- ✓ Defeat the Gekko mini-boss in the Snowhead Temple



NOTE

You must defeat Gohat and return springtime to the Mountain Village before the group will perform.



Treasure Chests

10 Rupees

Shops and Other Buildings

1. Goron Racetrack
2. Elder Goron (1st Day)
3. Elder Goron (2nd Day)

Hidden Hole

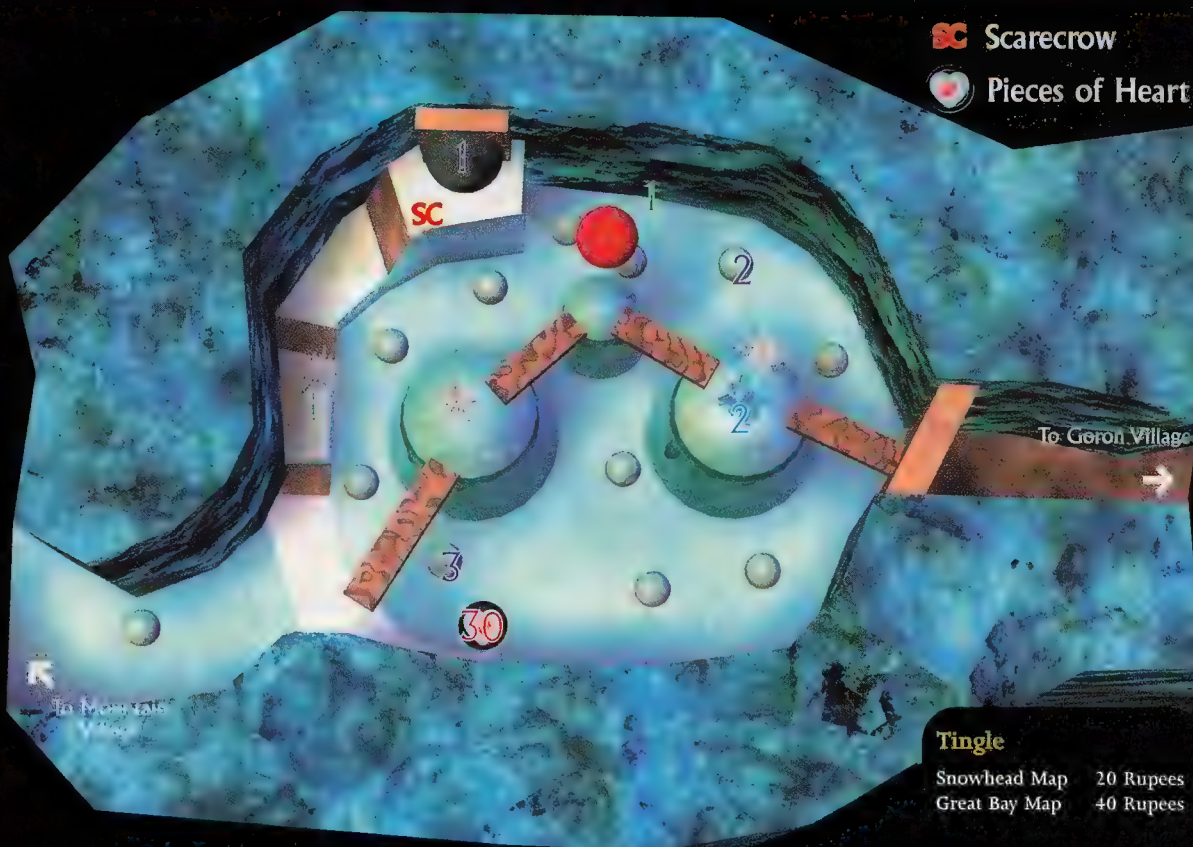
1. Bomb Hole 1
2. Bomb Hole 2

Twin Islands

The two islands for which this area is home to a pair of White Wolfos. With take care when navigating connecting these small islands. There are also where you find the first of him down to purchase and including the one for the same.

SC Scarecrow

Pieces of Heart



Tingle

Snowhead Map 20 Rupees
Great Bay Map 40 Rupees

Goron Races

By earning your certification to carry Powder Kegs, you open up another minigame, the Goron Races. However, this racing is done Goron-style! Curled up in a ball, you roll over the track from start to finish, maintaining your speed by collecting the Green Potions from the clay jars as you go.

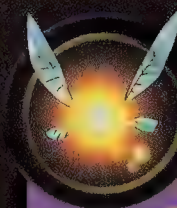
The first time you win the race, you receive a bottle filled with Gold Dust. The Gold Dust can be used back in the Mountain Village to permanently upgrade your Sword and increase its power.

Reward: Bottle filled with Gold Dust.



Caution

Watch out! During the winding uphill climb, if you're not careful, or if you get bumped by another Goron, you may fall off and end up at the back of the pack on an earlier section of the track.



Tip

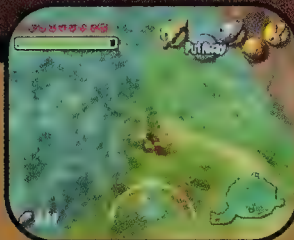
You may have to on a little "padding" yourself to win. The best place to win the competition and secure your victory is in the final race right before the stretch leading to the South Sea.

Piece of Heart #30

Requirements: Clear the Snowhead Temple (defeat Goht), Zora Mask

The Sunken Treasure

After you defeat Goht, the cold spell that was cast over Snowhead dissipates. Winter finally relinquishes its hold over the Twin Islands, and the area returns to its former glory with lush green grass and the tranquil blue waters. Near the ramp descending into the waters, the Piece of Heart locked away in the treasure chest can finally be retrieved. Simply don the Zora Mask and dive down (avoiding the Skullfish!) to open the chest and receive your prize.



Goron Village

Gorons love to bask in the heat—the hotter, the better! With the sub-zero weather that has set in, morale within the Goron Village is at an all-time low. In fact, the cold has caused most of the Gorons to retreat into their shrine, so you may have to search hard to find one to talk to.



Akindo Nut

Biggest Bomb Bag 200 Rupees

Big Goron's Shop

Powder Keg 100 Rupees

Goron Shop

Winter	
Bomb x10	40 Rupees
Arrow x10	40 Rupees
Red Potion	80 Rupees
Spring	
Bomb x10	10 Rupees
Arrow x10	20 Rupees
Red Potion	50 Rupees

Treasure Chests

1. In the cave, the Lens of Truth.

Shops and Other Buildings

1. Big Goron's Shop

Pieces of Heart



Lens of Truth

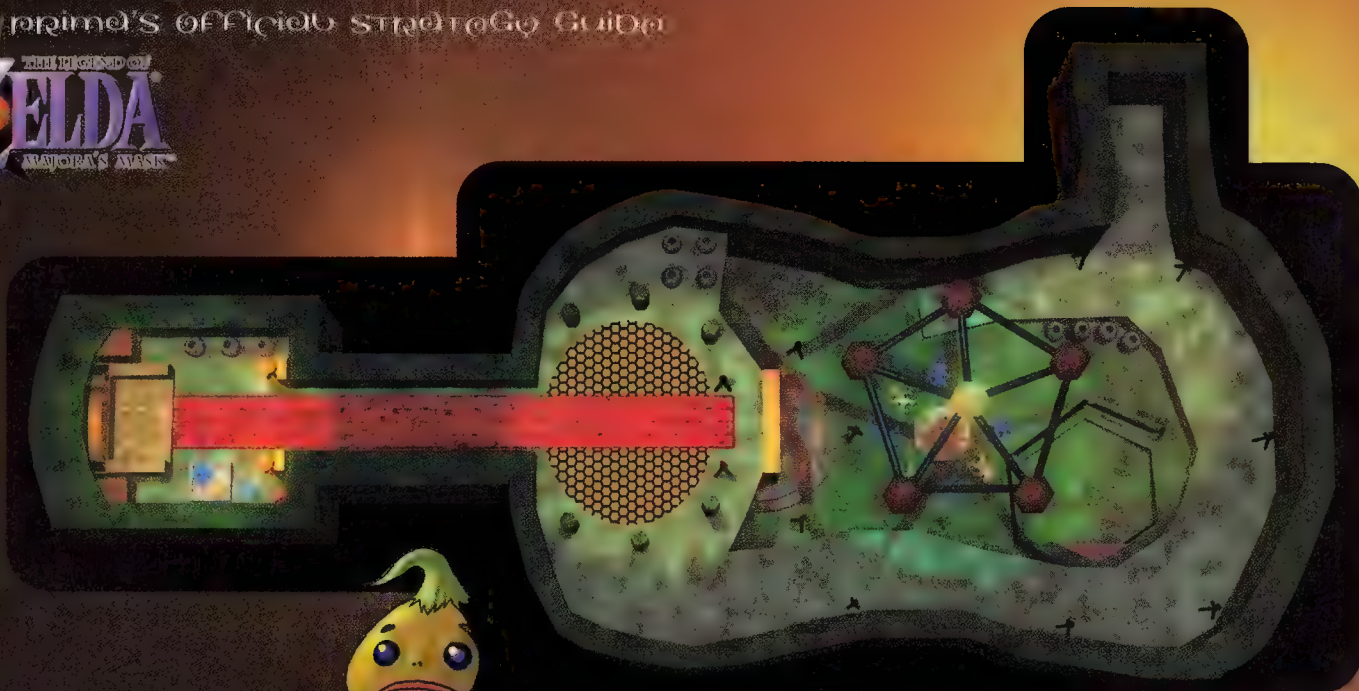
At the east end of the Goron Village, Link finds Gebols perched on a post overlooking a great chasm. Converse with this wizened owl, and he leads you to the cave on the gorge's other side. The pathway may not be viable, but those who can "trust their feelings" (and follow the trail of feathers left by the owl as he takes flight), can find a way. Upon reaching the other side, look in the treasure chest within the cave. In it is the Lens of Truth, a powerful item that allows you to "see" things that the naked eye cannot.

However, it uses up magic power at a fair rate, so keep an eye on your Magic Meter when using it.

Caution

Within the cave, equip the Lens of Truth to defeat an "unseen" enemy inhabiting the cave.





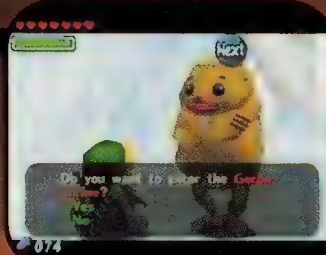
The Goron Shrine

The Goron guard standing above the entrance to the shrine will admit anyone who asks. Be quick though, as the door closes again to keep the cold out. Inside, the wailing of a child can be heard echoing through the entire Temple. Make your way up the spiral ramp to the royal chambers and you find the source of the noise: the Elder Goron's son, who is quite uncomfortable and can't seem to fall asleep in the chilly cave.

The Elder Goron's servants would like some peace and quiet and happily offer up information about the Elder Goron's last whereabouts. Retracing your footsteps in the direction of Snowhead Mountain, notice that one of the larger snowballs resting on the frozen lake in the Twin Islands Area is marked with a Green Arrow. As Goron Link, you can destroy the snowball, revealing a rather solidly frozen Elder Goron inside!

Having located the Elder, make like a bunny and retrieve some warm water to melt away the icy prison! If you revealed the Hidden Hole on the eastern island above, your trip will be short. Otherwise, travel back to Snowhead Village and scale the cliff face again to retrieve some Hot Spring Water from the Goron Tomb.

After thawing out the Elder, talk with him to learn the beginning of the Goron Lullaby. While it's not the entire melody, it's enough to coerce the Elder Goron's son to teach you the rest and learn another powerful song necessary to proceed to the Snowhead Temple.



NOTE

The exact location of the frozen Elder varies based on whether it's the First or Second Day. On the First Day, find him on the north side of the islands, while on the Second Day, he's on the south side.

NOTE

Remember that the Hot Spring Water only remains hot for a short time. Don't mess around once you've gathered some in an empty bottle!



Bomb Certification

After defeating the Snowhead Temple boss, you still have to perform one final task. However, success does allow you to purchase the Powder Kegs from the Goron in Clock Town and with that, access Romani Ranch on the First Day!

The maker of the Powder Kegs is a huge Goron who lives in the cave on the north side of the village. Before he'll allow you to carry around such a powerful explosive, you have to prove yourself. The cave entrance to the Goron Racetrack has been sealed by a huge boulder. To clear this passage, tote a Powder Keg from the BigGoron's cave to the entrance before the Powder Keg detonates.

As with normal bombs, Powder Kegs can be lifted and carried around. And as with the regular-sized bombs, you need to be moving to throw it and standing still to set it down (gently). After receiving a Powder Keg, hoist it up and carry it back to the first ramp and throw it onto the ledge above. Repeat this process twice to make it back to the entrance and out into the village. Once outside, carry the Powder Keg back to the far side of Twin Islands and repeat the tossing and carrying actions to reach the boulder-blocked entrance.

After successfully clearing the passage, be sure to return to the BigGoron's cave to get your certification!



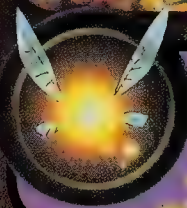
Goron Mask

Requirements: Bunny Hood, Lens of Truth

After crossing back into the Goron Village using the floating "hidden" ice blocks (through the power of the Lens of Truth), you notice an apparition of a Goron hovering about. Talk to him and he tells you to follow him. Keep close and he leads you through the village, back through the Twin Islands, and into the Mountain Village. Upon reaching the village, he floats up the face of the cliff wall on the north side of the village, opposite the iceberg-filled lake.

Use the Bunny Hood to leap across the two floating "islands" to reach the base of the wall. From there, equip the Lens of Truth again to reveal the hidden ladder and make your way to the top. Once at the top, enter the Burial Temple and converse with the ghost once more.

Playing the Song of Healing releases the tormented soul of Darmani and doing so frees the Goron Mask from the tombstone.



Tip

If your stage starts ramping to run too early, choosing after the ghost of Darmani leaves Snowhead, you can equip the Lens of Truth and just follow his shadow until you reach the end.



Piece of Heart #20

Requirements: Deku Mask, Swamp Title Deed

The Goron Village Akindo Nut

It's time to play real estate agent again. As Deku Link, you should have no problem pitching the warm weather of the Southern Swamp to this frostbitten Akindo Nut. In exchange for Swamp Title Deed, you gain the Mountain Title Deed and the Deku Flower.

After the Akindo Nut has headed for warmer weather, dive into the Deku Flower and launch yourself up onto the ledge cut into the wall above. There you find another Piece of Heart for the taking!

note

If you restarted the game, you have to repeat the previous Exchange Relay trades with the Akindo Nuts in both Clock Town and the Southern Swamp to acquire this Piece of Heart.

SC Scarecrow

♥ Pieces of Heart



Route to Snowhead Mountain

The pathway to Snowhead Mountain is a long and winding one. Gorons can traverse the path, but the passage requires the use of the Goron Lullaby over each of the gorges.

Hidden Hole

1. 10 Rupees

Shops and Other Buildings

1. Snowhead Temple
2. Great Fairy Fountain

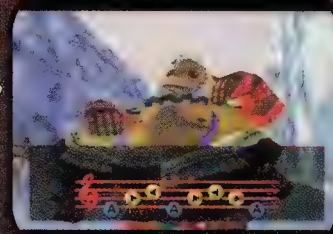
Final Statue

Before striking forth to explore the Temple, mark the Owl Statue here so that you can return using the Song of Soaring.



Calming the Path

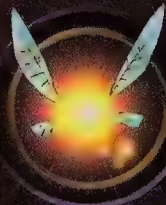
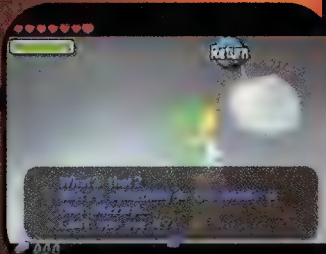
What better method to calm a Goron than using the Goron Lullaby! Using the melody taught to you by the Goron Elder, (and his son), beat out the gentle rhythms to put the BigGoron into a deep slumber.



With the path cleared, you can safely traverse the narrow pathway leading to the base of the mountain. Avoid the rolling snowballs by waiting at the flag markers until the snowball strikes it and then make a dash to the next flag. Once past the avalanche danger, you can roll up the remaining section to reach the mountain itself.

Snowhead Mountain

The final obstacle blocking you from reaching the Snowhead Temple itself is a raging blizzard. However, closer inspection with the Lens of Truth reveals the "true" nature of the wind. The largest Goron you've seen so far is perched at the base of the mountain and is causing the blustery winds!



Tip

The Goron Lullaby only works when played by a Goron.

Past the pair of White Wolfos and the multitude of White Boes, a winding ramp made of snow and ice leads into the Snowhead Temple. Although the ramp is wide enough to travel up it without worry of falling off, the cascading snowballs that drop from the sky and roll down the path may slow you down. When one approaches, simply clobber it with a well-timed punch and continue on your way.



Tip

Before venturing to the top of the winding ramp, visit the Great Fairy Fountain.

Use the last Vibe to recover any lost health and refill your Magic Meter.



Piece of Heart #31

Requirements: Goron Mask, Hookshot, Lens of Truth, Scarecrow's Song

The Scarecrow's Song (Tutorial)

Past the first ramp, follow the winding path until you see the lone ice column off to the right. Equip the Lens of Truth to reveal the path of "hidden" blocks leading halfway there. To bridge the final gap, pull out your Ocarina and play the Scarecrow's Song to cause him to appear on the platform next to the Piece of Heart.

With the Hookshot equipped, target the Scarecrow to bridge the remaining gap and grab the Piece of Heart. Once you've collected the Heart, perform the Song of Soaring or Song of Time to return.



NOTE

If you've restarted the game recently or used the Song of Time, you may have to re-teach the Scarecrow a melody.





ROOM H

BASEMENT

ROOM G

ROOM I

ROOM F

FIRST FLOOR

ROOM B

ROOM C

ROOM E

ROOM D

SECOND FLOOR

ROOM J

ROOM L

ROOM K

ROOM A

Treasure Chests

- 1. Dungeon Map
- 2. Skull Key
- 3. Compass
- 4. Skull Key
- 5. Bomb Arrows
- 6. Skull Key
- 7. Skull Key

ROOM M

ROOM N

FOURTH FLOOR

ROOM R

ROOM Q

ROOM S

THIRD FLOOR

ROOM P

ROOM O



Fairies

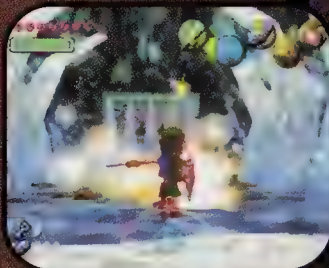
Snowhead Temple

Upon reaching the top of Snowhead mountain, the path ends at the mouth of a cave entrance lined with what appear to be icy fingers reaching upward to cradle the stone circle inscribed with the symbol of Majora's Mask. Crossing this threshold, you come to the Temple doorway, but not before you encounter a group of White Boes that have made this cave mouth their home.

Below is a step-by-step guide explaining the most efficient way to complete the Snowhead Temple while retrieving all 15 Stray Fairies.

Step 1: Room A

After donning the Goron Mask to push the stone block obstructing the entrance to the Temple, you are immediately accosted by a White Wolfos. Eliminate it with a single swing of your Sword by attacking its backside. After defeating the Wolfos, proceed through the eastern doorway.



NOTE

The icy floors found within the Snowhead Temple can be slippery for normal Link. However, Goron Link seems to have no problem keeping his footing.

Step 2: Room C

The Freezards in this chamber blow an icy wind onto the wooden plank bridge that spans the chasm. To reach the opposite end, don the Goron Mask, curl up, and roll over the gap. The crate on the opposite end stops your forward progress if you don't. Hop over the small gap onto the platform next to the crate and exit the north doorway.



Step 3: Room K

After entering this chamber, don't advance too quickly or you'll draw the attention of the Real Bombchu patrolling the floor. To the left, a large treasure chest sits in the corner of the room. Open the chest to grab the Dungeon Map within. As you turn to exit the room the way that you entered, Stray Fairy #1 can be found floating freely in the northwest corner.



Step 4: Room C

Back in the Freezard room, cross back over the gap and exit the doorway at the west end of the pathway.

Step 5: Room B

Stepping into the central chamber, you get a feel for just how big this Temple really is! Cross the central section and exit through the doorway on the west side, south of the glacier-encased passage.

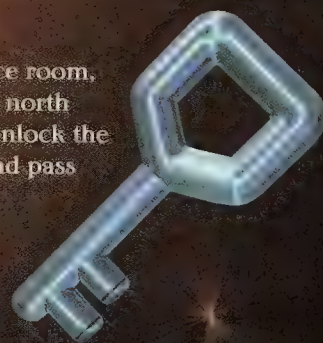
Step 6: Room E

The snow-covered pathway makes it easy to pull aside the two stone blocks stacked atop one another to reveal a small hidden room. Open the chest inside to collect a Small Key. Walking around the snowy path reveals a lower area at the west end. Push the two stone blocks over to the west side and slide them into the hole to trigger the appearance of a chest on the northern ledge above before going out the eastern exit.



Step 7: Room A

Returning to the entrance room, use the Small Key at the north end of the chamber to unlock the door on the west side and pass through the doorway.



THE LEGEND OF ZELDA MAYOR'S MASK

Step 8: Room D

Cross through this chamber to the west side of the room. Two White Wolfos are hiding behind the frozen blocks of ice. Defeat them both, then retrieve the Compass from the large chest.

The evident crack in the wall should give you a clue to a passage hidden behind. Using a bomb (or the Blast Mask), blow up the wall to proceed up the stairs to the next level.

NOTE

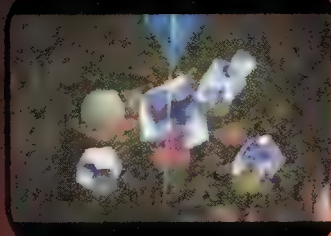
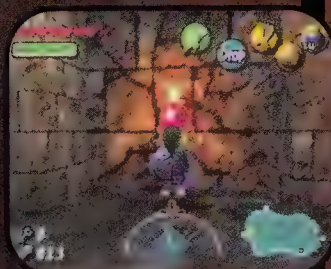
Stray Fairy #2 is hidden in the crate on the stone pillar to the right of the doorway. Throw a bomb at just the right moment to blow up the crate and release the Fairy.

Step 9: Room N

To unlock the door at the east end of this chamber, you need a Small Key. You can find one in this room, but first you need to clear the tops of the pillars, allowing you to jump from platform to platform to reach the ledge on north side. Tat! ledge out large ice crystals hanging high above. Use your Bow to shatter them like the one that allowed you entrance into Snowhead from Termina Field.

A small spot of snow on the southern wall marks a hidden room that can be seen using the Lens of Truth. Jump into the small chamber and open the chest within to free Stray Fairy #3.

After hopping from one pillar to the next, make your way to the northern ledge and blow up the large snowball with a bomb or smash it as Goron Link. You'll discover a treasure chest. Opening the chest yields a Small Key that allows you to unlock the door at the opposite end.



Step 10: Room M

Once you enter this chamber, you may notice White Boes descending from the ceiling. Use the Lens of Truth to find a hidden section holding Stray Fairy #4. Free it from the bubble that it's trapped in, and roll it down using the Great Fairy's Mask.

Before activating the switch to cross to the other side, eliminate all the White Boes now occupying the lower section of the room. After you've eliminated them, transform into Goron Link and perform a Goron Press on the yellow platform. This raises the two other yellow platforms, including the one in front of the door on the north wall.

Remove the Goron Mask and pull on the Bunny Hood to make the jump, crossing over to the eastern side of the room. From there, transform again into Goron Link to trigger the blue switch, raising the other blue platform in the center of the room. This is a timed switch, so move quickly. Move back to the yellow switch that you used to reach this platform and Goron Press it to lower the one blocking your exit. Remove the Goron Mask and jump to the blue column, climb up, and jump over to the doorway before the switch resets, blocking your way.

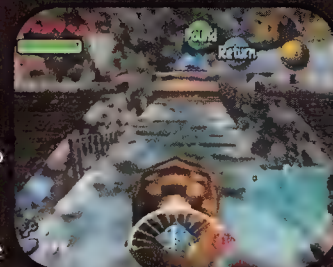
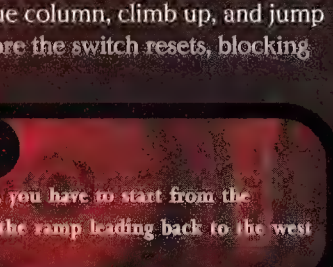
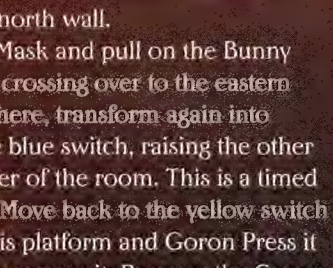
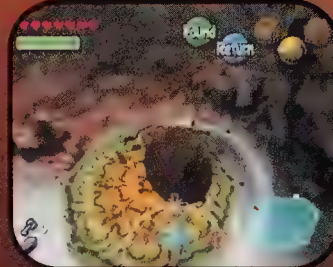
NOTE

If you're not fast enough, you have to start from the beginning again. Just use the ramp leading back to the west side of the room.

Step 11: Room J

Using the Goron Mask, curl up and roll to the north side. The ice on the catwalk allows you to gain enough speed to blast across the central gap. Next, roll over to the east side. However, perform this roll slowly by starting on the dry spot of the platform.

Once you reach the east side, curl up again and roll to the doorway on the west side of the room.



NOTE

The wooden shelf under the snow bank serves as a safety net should you miscalculate and hit the wall before reaching your destination.



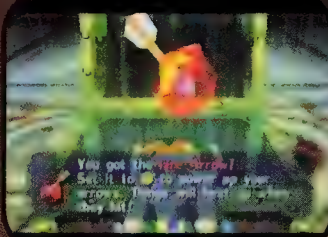
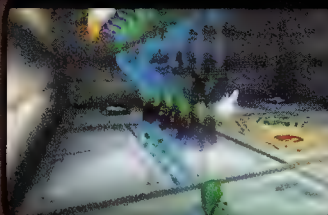
Tip

The small speck of snow on the far end of this room, in northwest corner, should look awfully familiar: Using the Item of Truth, you see yet another small chamber lying behind a false wall. You need to find a Deku Flower or Pin to glide over.

Step 12: Room I

Once again you're locked in. This chamber is home of the first mini-boss, the Wizrobe, who teleports randomly between the four blue squares before materializing and firing an icy blast from his wand. After you hit him three times, he changes tactics, sending illusory copies of himself bouncing from warp point to warp point before firing.

The easiest way to defeat him is to position yourself in the center of the room, armed with the Hero's Bow. Rotate to target the Wizrobe as he materializes and then fire your arrows. You have to hit him six times to defeat him, but once you do a large chest materializes with a wondrous item inside, the Fire Arrow.



Caution

The Wizrobe's Ice Attack not only freezes you on the spot, but it freezes a section of the floor as well. Avoid the frozen floor or suffer the same consequence as being directly hit. You'll become trapped as the air around you temporarily freezes, encasing you within a block of ice and draining your energy.



Tip

If you can't hit an arrow, just use your shield to deflect the icy blast with your shield. As long as you don't enter the square that the Wizrobe is standing in, he won't disappear to another square. Once his warp is complete, advance and hit him with your shield before he starts spinning.

Step 13: Room A

Returning to the entrance room, pass through the door on the west side of the room.

Step 14: Room D

Using the Fire Arrows, melt the three ice blocks, one of which allows you to trigger a floor switch. Stepping on the switch reveals a chest on the south wall's ledge. With the ice blocks removed and the stone block unfrozen, slide it over the ice-covered floor so that you can climb up and retrieve Stray Fairy #5 from within.



Jump back down off the ledge and move the block to the position closest to the northern ledge. After climbing atop the stone, leap to the ledge and exit through the doorway.

Step 15: Room E

With the two stacked stones in place, use them as stepping stones to reach the ledge where the other chest materialized. After jumping to the ledge, raise your Shield to ward off the clay jars as they magically fly at you! After disposing of the two jars, open this chest and collect Stray Fairy #6.



Step 16: Room A

Return to the entrance room, and use the Fire Arrows to melt the ice covering the doorway and then proceed through the north exit.

Step 17: Room B

Follow the outer walkway around to the west side, melt another glacier, and proceed through the door that was hidden behind it into Room F.



THE END OF ZELDA MAJORA'S MASK

Step 18: Room F

Although the ice platforms are slippery, you can use the Bunny Hood to make controlled jumps from the edges of the ice columns that form a series of platforms connecting the south end of this chamber with the east. However, before you attempt to cross, fire up your Bow again with the Magic Arrows to eliminate the three Freezards blowing arctic winds through this chamber.

After you defeat them all, a chest materializes on the ledge near the unlit torch in the northwest corner. Hop over to the ledge and open the chest to collect Stray Fairy #7. Afterward, stoke up the Fire Arrows again, and light the three torches to unlock the doorway across from you.

Once the doorway is unlocked, proceed to the door and go back into Room B.

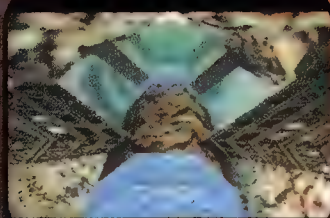


Tip

If you run out of magic to power the Fire Arrows, look for a couple of Magic Arrow potions in the cave at the end of the cavern.

Step 19: Room B

Transform into Goron Link and perform a Goron Press to trigger the yellow switch. Pounding it down causes the central pillar to rise up out of the ground. With the column raised, it's now time to collect some more Fairies.



Step 20: Room F

Jump off the ledge and fall to the level below.

Step 21: Room H

Swim through the maze of ice columns and make your way to the south end of the cavern.



Step 22: Room G

Warning! Red Bubble lair! As you approach the pools of lava, Red Bubbles leap out of the magma and bounce around wildly. While you can easily dispatch them with a single blow of Goron Link's fist, his slower actions make them difficult to hit.

To protect yourself from the lava pools, transform back into Goron Link while exploring this region.

Step on the floor switch in the pool off to your right (the southern end) and a chest materializes in the lava pool just beyond. Fend off the Red Bubbles that rise out of the lava and then open the chest to release Stray Fairy #8. After collecting the Fairy, exit the room by taking the stairs on the east side, leading back up to the first floor.



Step 23: Room B

Make a U-turn to the left to take the doorway back into Room C.

Step 24: Room C

With the Fire Arrows, you can now exact revenge on the Freezards in this chamber. Defeating all of them reveals a chest at the end of the path beyond the glacier. Make your way to the chest and open it to collect the Small Key within. After grabbing the key, jump down, but try to avoid the lava lake below.



Step 25: Room I

Using the Hero's Bow, you can release another two Stray Fairies (#9 and #10) by shooting the multicolored bubbles holding them hostage. The bubbles are high above, near the north end of the room in the stone tower-like structure and under the single platform.

After freeing the Fairies, use the Great Fairy's Mask to pull them down and collect them, then climb back up the ladder at the south end of the room.



Step 26: Room C

Transform back into Goron Link to span the gap by rolling and exit through the north doorway.

Step 27: Room K

Using the Fire Arrow, shoot and melt the Freezed on the platform above to allow a clear shot of the frozen eye switch behind it. Standing on the block, shoot the switch to raise the platform so that you can jump to the balcony that runs along the north, east, and west walls of the room.

On the south wall is a chamber high above with no "visible" way to reach it. Using the Lens of Truth, jump from block to block to reach the room and unlock the chest to collect Stray Fairy #11.

After collecting the Fairy, leap back down to the platform, trigger the eye switch again, and go out the west door.



Step 28: Room J

Perform the Goron Curl to roll over the snow bank and reach the stairway leading to the next level up.

Step 29: Room O

Roll again over the curved snow bank to reach the locked door on the west wall. Use your Small Key to unlock the door and enter the room beyond.

Step 30: Room P

Get ready for a snowball fight when passing through this chamber. The Eenos move about under the surface of the snow-covered floor and surface to attack. The larger one in the room's center splits into three smaller ones after you attack it. Use the Lens of Truth to reveal a hidden alcove containing Stray Fairy #12 trapped in a bubble. Aim your Bow, let an arrow fly to release it, and then draw it down using the Great Fairy's Mask.

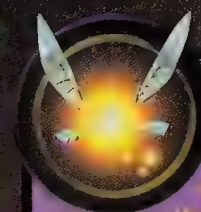
After you've collected the Stray Fairy, melt the glacier blocking the north exit and take the stairs leading to the top floor of the Temple.



Step 31: Room R

Within this chamber reside two Dinofos that rush to attack as soon as you enter. Use your Shield to fend off their attacks, especially when they leap over you. Also, remember to retreat after scoring a successful hit to avoid the cone of fire that they let loose.

Defeating each of the beasts releases a Stray Fairy. If you've been collecting them all so far, you should have 14, with just one more left to rescue. Exit the room through the doorway on the east side of the chamber.



Tip

To make this battle easier, use Z to target and lock onto one of the enemies. By X-targeting one of them, the other holds back and waits until the creature you're fighting is defeated.

Step 32: Room Q

Cross over to the east side of the chamber and enter the room at the other side.

Step 33: Room S

The checkerboard pattern within this room should clue you in to its inhabitant before he appears. The Wizrobe is back, and this time the room is larger with more warp points that he can appear from. Using the same basic strategy as before, pick a location and target him using the Hero's Bow. When he fully materializes and starts spinning, hit him with an arrow.

You have to score eight successful hits to put an end to his arctic antics this time. As before, midway through, the Wizrobe's attack pattern changes. Once you defeat him, the door near the northwest corner opens.



Tip

The key lies resting on the ledge at the north end of the chamber contains more arrows.



Step 34: Room Q

Retrieve the Boss Key from the large blue chest and then, after destroying the two stalactites blocking the path, proceed through the exit on the west side.

Step 35: Room R

Passing back through this chamber, you encounter another pair of Dinofos. It's your choice whether to engage or avoid them while making your way back to the stairs leading down to the third floor.

Step 36: Room P

More Eenos have regenerated as you pass back through to reach the central room again. If you're low on health, recuperate a few Heart Container's worth of health by defeating these snowmen before proceeding.

Step 37: Room O

Donning the Goron Mask, curl around the snow bank to the stairwell on the north side of the chamber and then proceed to the second floor.

Step 38: Room J

Tatl points out that the blue stones are different than the others that comprise the layers of the great stone pillar occupying the center of the chamber. As Goron Link, smash these two blocks out of the stack to lower the column somewhat. After punching the blocks out, go back up the stairs to the level above.



Step 39: Room Q

While you can smash out the top layer from the north side of the chamber when you enter, you might as well just roll back to the west side and take them both out at the same time. Once they're gone, roll back again to the north side to find that the platform in the center is now level, allowing you to cross over to the southern end and smash the four large snow boulders blocking your path to the stairs leading up.



Step 40: Room Q, Room J

With a curl and a roll, you can clear the low gap and come to rest on the platform leading into the Boss Chamber. But you can use this Deku Flower to glide down and recover the final Stray Fairy from within the hidden chamber, two levels down.



Equip and use the Lens of Truth before diving into the flower and launching out. While the glide down may seem to take forever, as long as your Magic Meter is about half full, you'll have enough to power the Lens and home in on your target.



Once you reach the chamber, open the chest to release and claim the final Stray Fairy.



Step 41: Room Q

Make your way back up, and roll over the gap again to reach the Boss Chamber. Use the Boss Key to unlock the door and enter the final chamber.



Masked Mechanical Monster: Goht

As you step into this large arena-like chamber, the view pans up to reveal a gigantic glacier-encased goat-like monster. After you release it from its frozen prison using a Fire Arrow, the race begins. Goht takes off running counter-clockwise around the chamber. To defeat Goht, you have to catch up and attack using the spikes that extend from Goron Link's body when rolling at a high speed.

This battle, while not difficult, can last a while as you attempt to keep pace with the giant, galloping, goat-like monster to ram it with your spikes. If you fall too far behind, Goht stands defiantly, facing you as it lets loose bolts of electricity. If these electrical projectiles find their mark, they will stop you cold as well as inflict damage.

While rolling around the chamber, be sure to run over the clay jars scattered through the level. They contain Magic Meter potions, which allow you to maintain energy to travel at top speed.

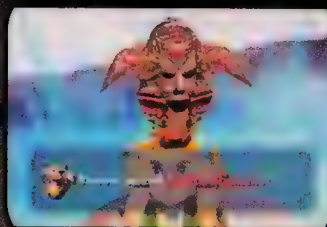
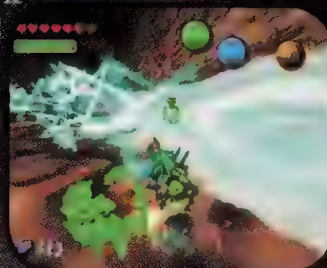
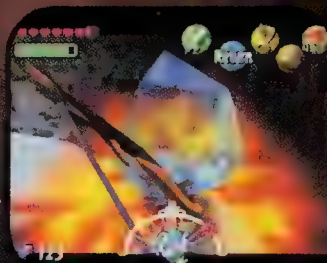
As you proceed to inflict damage on Goht, its rampage becomes increasingly more violent, with bombs being tossed out and large blocks of stone falling from the ceiling. Avoid both of these at all costs. While running into one of the stone columns merely stops your roll, getting directly hit by bombs or stones can reduce your health quickly!

After you deliver the final blow, Goht's charge ends as it plows headlong into the side of the wall, leaving behind a full Heart Container and another Remains Mask. Collect the Heart Container to increase your Life Meter by one and fully restore your health. Then step into the glowing circle to retrieve the Boss mask.



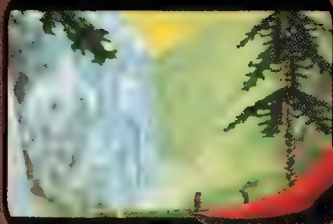
Tip

Once you reach top speed, you can release the stick to temporarily control the direction of the roll using the control stick.



Spring Returns

After you defeat Goht, the blizzard that has locked most of the Snowhead Area in a deep freeze is suddenly lifted, the snow and ice melt away, and the warmer climate that the Gorons are used to returns. With the snow and ice gone, you should be able to complete many of the previously listed events.



Great Fairy Fountain

When you've collected all 10 of the *Minor Fairies* from within the Temple, visit the Great Fairy Fountain to receive a gift of a Magic Meter upgrade! This upgrade doubles the length of your Magic Meter, allowing you to store twice as much energy for magic-based attacks, weapons, and items.





GREAT BAY



Great Bay lies to the west of Clock Town. It is a sandy resort whose entrance is blocked by several high fences. You need Epona to jump these fences, so don't even try to enter until you've completed the appropriate events in Romani Ranch! Past the fences, you find golden sands guarded by Leever and sparkling blue waters infested with Skullfish and Like Likes. The deeper waters have become extremely murky lately, and swimming past a certain point is forbidden. You'll have to find another way to that strange island in the open waters.

Great Bay Coast

Great Bay Coast is where most of the action in this area takes place. When you arrive, swim out to the Marine Research Lab, buy a map from Tingle, and strike the Owl Statue. Before going any farther, you need the Zora Mask. Look over the sea toward the beach and see if you can spot a floating body surrounded by seagulls.



NOTE

Before entering the Great Bay Area, perform some of these recommended events. You'll need four empty bottles as well as the Stone Mask. Look to "The Golden Path Through Majora's Mask" section for more information on the whereabouts of the bottles and "The Secrets of the Bombers' Notebook" and "Masks" sections to find out how to get the Stone Mask.



Shops and Other Buildings

1. Jumping Game
2. Marine Research Laboratory
3. Fisherman's Hut
4. Oceanside Spider House

Hidden Hole

1. Cows
2. 20 Rupees

Tingle

- | | |
|---------------|-----------|
| Great Bay Map | 20 Rupees |
| Stone Tower | 40 Rupees |

SC Scarecrow

♥ Pieces of Heart

Mikau's Tragic Tale

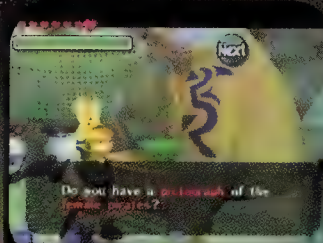
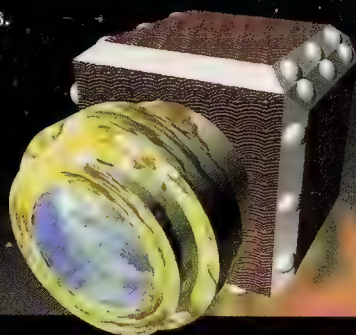
Sinking in the water off the beach you find Mikau, a guitarist with the Zora band the Indigo Gals. Help him to shore and you'll find out that he was wounded while trying to rescue seven Zora Eggs stolen from Zora Hall by the Gerudo Pirates. Listen to his tale of woe and then use the Song of Healing to put Mikau out of his misery. You gain the Zora Mask as a result of your kindness. The Zora Mask allows you to swim like a fish underwater. You can even walk on the sea's floor if you so desire! It's just like being a Zora!

The Marine Research Lab

Your next stop should be the Marine Research Lab. Talk to the wizened researcher inside and he tells you more about the missing Zora Eggs, and insists that you find and recover them immediately. You must then empty the bottles with the Zora Eggs into the large aquarium that's been specially prepared for them. When you recover them all, they hatch and teach you a new song: the New Wave Bossa Nova!

The Fisherman and the Seahorse

Talk to the Fisherman in the house on the beach. When you check out his Seahorse, he offers to trade it to you for a picture of one of the Gerudo Pirates. He would prefer a picture of their leader, Aveil, but he'll settle for a snapshot of one the guards, too. Keep this in mind and keep your Pictograph Box handy when you go to the Gerudo Fortress.



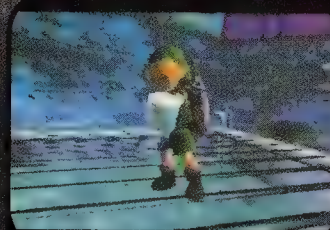
A picture is a small price to pay for this Seahorse!



To drag Mikau to shore, come up behind him and grab hold of him with (A).



After playing the Song of Healing for Mikau, Link remembers his spirit with a special tomlstone.



Climb to the top of the big tank using the ladder on the side. Then drop the Zora Eggs into the tank through the slats in the top. You may have to reposition yourself if it doesn't work.



Entrance to the Gerudo Fortress

So, where is this Gerudo Fortress? Examine the northern wall in the Great Bay Coast Area underwater, and you'll find that a hole has been boarded up with wood stamped with a skull and crossbones. Break through the boards with Zora Link's swim/dash skill, and find a small cavern that leads you to the lagoon where the Gerudo Pirates have set up their latest fortress.



Aim for the boarded-up section that is the second to the last on the left.



Take the boat near the island and hookshot over.



When you land on the correct island, you see an "O" mark. Land on the incorrect island and you get an "X."



Piece of Heart #34

Requirements: Four Bottles of Fish

This is a pretty fun Piece of Heart to get. If you scour the tidal pools along the coast, you find tons of little fish. Catch four of them in your empty bottles and bring them to the Marine Research Lab. Right by the door, you find a small aquarium that houses two fish. Drop the fish you caught into the tank from the top and watch as one of the fishes keeps growing and growing. Four feeder fish and his tank mate later, the fish is large enough to spit up a Piece of Heart. It's kind of gross, but very funny to watch.



Oceanside Spider House

Next to the Fisherman's Hut is another house that seems almost abandoned. When you bomb the crack in the wall you find a slippery tunnel that leads you to a dark house filled with the noise of spiders. This is the second of two Spider Houses in Termina. It contains 30 Golden Skulltulas, and if you find them all before the end of the First Day, you win the Giant Wallet. Of course, you need to get the Hookshot first, so leave this quest until you've at least completed the Gerudo Fortress. As with the Swamp Spider House, you can find the locations of all 30 Golden Skulltulas in the sealed region in the back of the book.



Bomb the crack in the wall to enter the Oceanside Spider House. You need the Hookshot to actually enter the house.



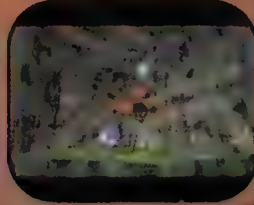
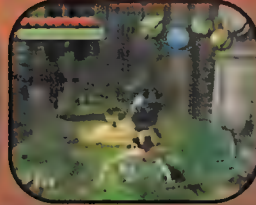
Piece of Heart #41

Requirements: Magic Bean, Hookshot, Water, Scarecrow's Song

This is one of two Pieces of Heart that require the use of the Scarecrow's Song. To get to this out-of-the-way Heart, look along the cliffs for the northern-most Hookshot column. If you walk into the tidal pool below it, you can just reach the bulls-eye with the Hookshot. Then, plant and water the Magic Bean in the patch of dirt on the ledge and ride it to the next highest platform. From there, summon the Scarecrow using the Scarecrow's Song (this is one that you compose yourself and teach to one of the Scarecrows in Clock Town) and hookshot over to it. On the same ledge you find Piece of Heart #41!

The Jumping Game

Once you clear Great Bay Temple, a Mini Game opens up on the cluster of islands in the northern part of the Great Bay Coast. The Jumping Game is run by the Fisherman and can be quite fun to play. Take the boat from the tidal pool area and prepare to hookshot over to the largest island (aim for the palm tree!). The basic idea of the game is to jump to the island with the Hookshot without falling into the water. If you can score 20 points within two minutes, you win the big prize. If you fall into the water, the game ends abruptly.



Piece of Heart #42

Requirements: Bow, Hookshot, Captain's Hat

To get this Piece of Heart from the bowels of the Oceanside Spider House, first get the Captain's Hat from Skull Keeta in the Ikana Graveyard. This mask allows you to talk to Stalchildren. While wearing it, talk to the six Stalchildren living in the Oceanside Spider House. Each one tells you when to shoot a colored shield. Compile your list, and with the Bow, shoot an arrow at the four colored shields on the wall of the house's dining room in the order you were told. A door opens and you can follow the passage to the Piece of Heart.



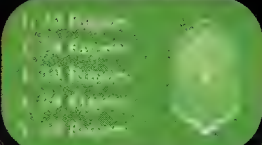
Piece of Heart #43

Requirements: Hookshot, Rupees, Must have cleared Great Bay Temple

The Piece of Heart is the big prize for scoring a 20 or higher in the Jumping Game. Remember, this Mini-Game is only open 7 a.m.-6 p.m. after you've cleared the Great Bay Temple.



Treasure Chests



Gerudo Fortress

The all-female Gerudo Pirates have taken control of a naturally shielded lagoon off to the north of the Great Bay Coast. The only way to access it is through a secret passage that was boarded up a while ago. Inside the lagoon is an immense fortress that is very well guarded by the Gerudo. To recover the Zora Eggs you must master the art of sneaking around or find an item that makes you completely unnoticeable.

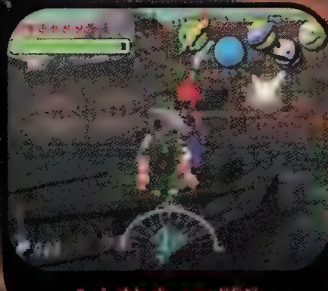




Treasure Chests

1. 10 Rupees
2. 1 Rupee
3. 10 Rupees

The purple numbers on the map correspond to the numbered paragraphs within the walkthrough.



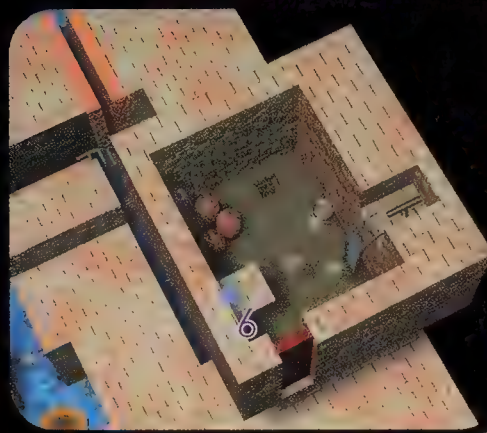
Isn't this the easy life?!

Infiltrating the Fortress

To get inside the Gerudo Fortress you must first swim from one side of the lagoon to the other. If you assume this as Zora Link, avoid the sharp eyes of the Gerudo Guards that are patrolling the fortress by boat. Jump when the coast is clear and stay underwater all the way across. If you have the Stone Mask (highly recommended!), you can just climb aboard one of the patrol boats and ride across to the other side.

Open up the Underwater Passage

Across the lagoon is a strip of rocks with a pressure switch on it. Use Goron Link's pound skill to activate the switch that opens the grate leading into the sewers beneath the fortress. Pull on your Zora Mask and swim over to the grate, again being careful not to be seen.



The Underwater Passage

1. The Underwater Passage is pretty straightforward. After swimming in through the open grate, use Zora Link's swim/dash skill to break open any boarded-up areas; then move the large blocks to open the passageway.
2. Watch out for the spiked mines in the next three rooms. They are set to detonate whenever something swims nearby. You can try to clear the path by knocking them into one another with Zora Link's Boomerang Attack or just swim around them. Also be aware of the stream of red water. That marks the presence of a pipe carrying water out of the fortress. Avoid getting caught up in the stream by walking under the current in the first tunnel.



3. You must undertake two main tasks in this room. First, use Goron Link to bust up all of the barrels in the room, uncovering a switch and clearing your view of the crystal switch across the way. To get to the Piece of Heart in the cage, step on the switch, then run down into the room before the gate closes again. You can use the Goron Curl or Link's Bunny Hood to accomplish this feat. Another switch inside the cage opens the door from the inside.

To exit the room, trigger the crystal switch using Zora Link's Boomerang Attack. Then dive into the water and swim through the grate before it shuts.

4. This time, to avoid being swept out into the sea by the red-tinged current, swim over the stream, still being careful to avoid the mines.

5. Stepping on the switch causes the bars in front of the crystal switch to retract temporarily. Rush over to the round grate on the floor as soon as you step on the switch and use Zora Link's Boomerang Attack to trigger the crystal switch before the bars come crashing back down. If you are successful, you are boosted up to the next room on a jet of water.

6. Walk over to the ladder, hugging the walls so as not to trigger the mines above. Climb up the ladder to the little alcove and use the Boomerang Attack to destroy the hanging mines so that you have access to the crystal switch across the way. You can now walk out the newly opened exit and into the Gerudo Fortress!

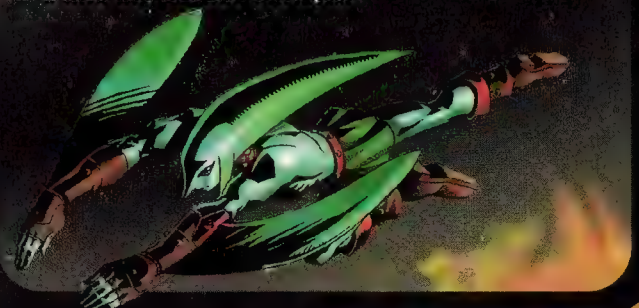
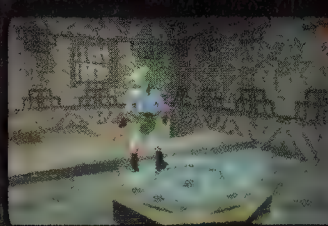
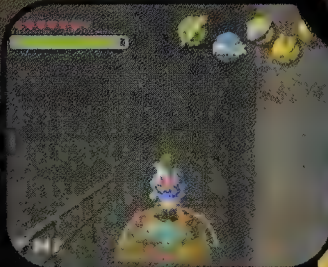
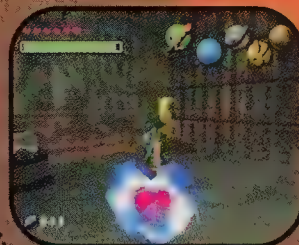


Piece of Heart #38

Requirements: Zora Mask, Goron Mask

Midway through the Underwater Passage you find a cell with a Piece of Heart inside. Use the Goron Mask to Goron Punch the barrels covering the switch to the cell's door.

Because you only have a limited time before the gate closes again, use the Goron Curl or the Bunny Hood to rush down into the cage to grab the Piece of Heart. To exit the cell, step on the switch inside.





Inside the Gerudo Town

If you played *Clan of Time*, you'll remember the Gerudo Pirates. These bloodthirsty women are known for their skimpy outfits, flashing swords, and extremely well-guarded fortresses. However, this time you have it easier. The Stone Mask makes you invisible to almost all of the Gerudo Guards (except those guarding their leader, Aveil). It's the Elite Gerudo Guards that you need to watch out for!



NOTE: The letters show the doorway relationships between the exterior and interior maps



Treasure Chests

- 1. 10 Rupees
- 2. 10 Rupees
- 3. 10 Rupees
- 4. 20 Rupees
- 5. 20 Rupees
- 6. 100 Rupees
- 7. 100 Rupees



Aveil's Room

First go to Aveil's Room to find out what's going on and to get the Hookshot. The best way to sneak in is through the topmost room in the fortress. Climb the main guard tower and take the rope bridge over to the room's entrance. Inside, near a barred window, Tail draws your attention to the conversation in the room below and the perfect diversion. Use your Bow to knock the beehive into the room below and then, when the coast is clear, run back out to the rope bridge and jump down to the stairway below. Inside Aveil's chamber, get the Hookshot from the chest and hookshot to the top of the aquarium.



There is a corridor behind the Hookshot post.



Shooting the beehive causes the women below to run away in fear.

The Four Zora Eggs

As you heard in the report, the Gerudo Pirates only have four of the seven missing Zora Eggs. If you have four empty bottles (as recommended), you can get them all in one fell swoop. If not, make as many trips as necessary. The four Zora Eggs are found in aquariums identical to the one in Aveil's Room. Use the Hookshot to pull yourself to the top of the aquarium, then hop into the tank as Zora Link and sink to the bottom. Use a bottle to grab the Zora Egg at the bottom of the tank. However, before you leave, make sure that you have the Zora Egg and not just a fish!



With the Hookshot, you can start rescuing the Zora Eggs.



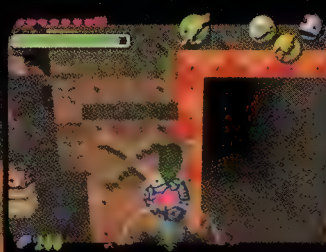
The slabs of wood over the aquariums provide your only means of getting to the tops of the tanks. Target them with the Hookshot, aiming for a spot over the edges of the tank.



Most of the Zora Eggs are guarded by Shell Blades or Desbrekos. Leave the Shell Blades alone as they are hard to defeat and don't do much damage. Take out the Desbrekos easily with Boomerang Attacks from the top of the tank.

Finding the Other Three Eggs

The other three eggs are in rooms in the other corners of the fortress. Use your Hookshot and the Hookshot posts provided to get there. With the Stone Mask, you need not fear being seen by any of the purple-clothed guards (in fact you can get right in their faces with the Photograph Box for the Fisherman's picture and they won't even notice you!), so you can wander through the fortress with confidence. Use the maps provided in this section if you can't find one of the rooms.



There are two entrances in the northeast and northwest and one along the southern wall.



Defeating the Gerudo Pirates is easy if you keep your cool and look for good openings.

The Elite Gerudo Guards

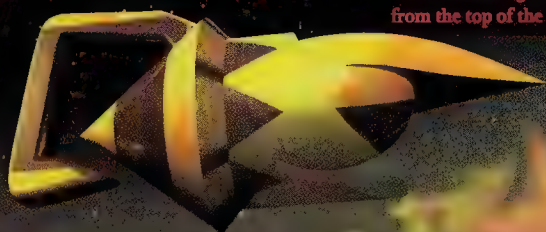
In addition to Aveil herself, three other Gerudo Pirates can recognize you. You meet one in the chamber before each of the three Zora Eggs. With the Gilded Sword, you can easily take each one out with a couple of good slashes. Target them with [Z] to keep them in front of you and attack only when you get a good opening. Remember, their flashing swords hurt a lot, especially when it is pretty easy to avoid them.

Pinnacle Rock

The entrance to Pinnacle Rock is marked by two spear-shaped rocks sticking out of the water in the Great Bay Coast area. Swim through them and you find yourself in the Pinnacle Rock area. Pinnacle Rock is actually a deep well in the ocean inhabited by giant eels called Deep Pythons. This is where the remaining Zora Eggs are. Of course, you have to fight the Deep Pythons for them.

The Seahorse in the Fisherman's Hut

Before you enter Pinnacle Rock, be sure to take your picture of a Gerudo Pirate to the Fisherman in the hut on the beach. Before, examine the Seahorse to impress the Fisherman to trade it for the picture. You need an empty bottle to carry the Seahorse in, so make sure that you have a spare. Then head over to Pinnacle Rock.





The Murky Water and the Sign Maze

Once inside the Pinnacle Rock area, **control your urge to make a break for the circle of rocks call it dead, sink to the bottom of the ocean.** The water between the entrance rocks and the well itself is so murky that the only way you can get there is by this sign maze on the ocean's floor. Head toward the first arrow sign that warns about the murky water and stand directly in front of the arrow. When you straighten the camera's angle, the point of the arrow sign should point directly to the middle of Zora Link's back. Walk straight ahead until you run into the next sign (pass by the first sign you come to, because you don't literally run into it if you lined yourself up with the arrow's point correctly). If you stray off the path, you find yourself transported to the entrance, where you start all over again!

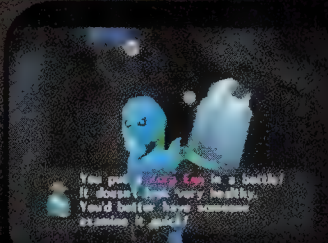
The first part of the path through the sign maze takes you right (from the first sign), then left, then left again to a sign that is so far in the distance that you cannot see it. At this point, ignore the arrow's true direction and walk to the next three signs (right, right, and left) that lead you to the mouth of the well.

Defeat the Eight Deep Pythons and Save the Eggs!

Within the well are eight caves that are home to eight Deep Pythons. These giant eels stay in their caves unless you swim in front of the cave's opening. Swirl quickly out of the way while they lunge to grab you. Then, from the Deep Pythons, swim into their side and use Zora Link's Barrier Attack. This uses a lot of magic power, so use the Barrier Attack sparingly. The two Deep Pythons whose caves are at the bottom of the well can be defeated using the Boomerang Attack. You can attack the Deep Pythons in any order. If you are good at controlling Zora Link, try attacking them from top to bottom, grabbing Zora Eggs and treasure where you can. If you are a little less adept at guiding Zora Link, sink to the bottom and work up from there. Replacement jugs of magic power can be found at the bottom of the well and in some of the Pythons' caves.



Use the Boomerang Attack to defeat the two Deep Pythons in the caves at the bottom of the well and the Barrier Attack to defeat the remaining six!



Once you defeat a Deep Python, look inside its lair for the missing Zora Eggs or other treasures.

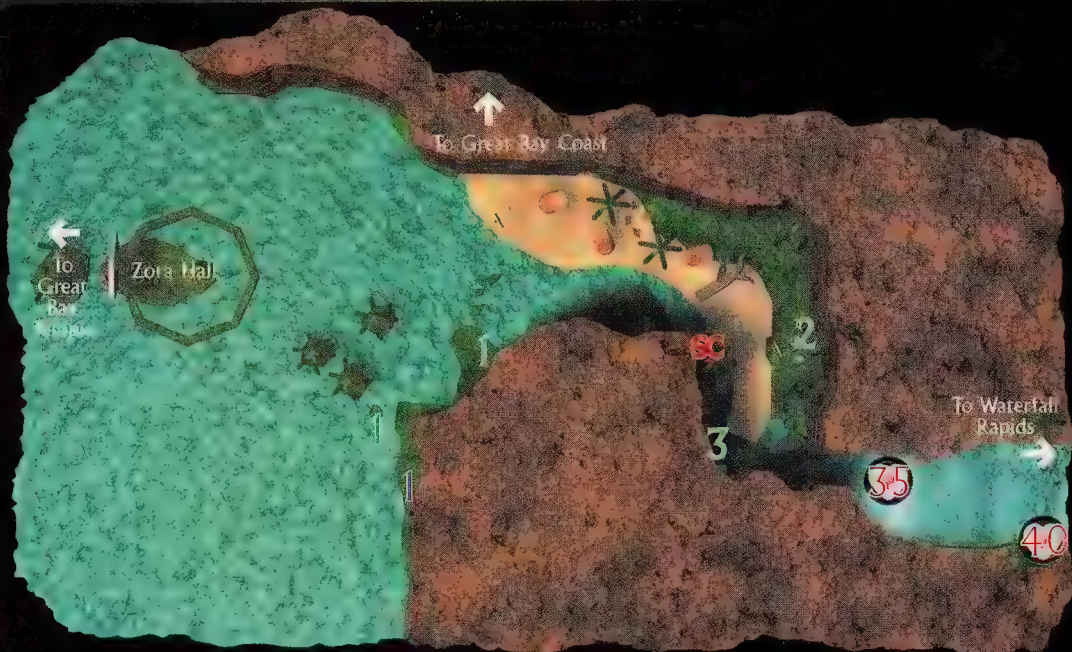


Piece of Heart #39

Requirements: Zora Mask, Bottle

You can do this event in one of two ways. Once you get the Seahorse from the Fisherman's Hut, you can set it free in the water, where it guides you to Pinnacle Rock and asks you to free its mate from the Deep Pythons. Alternately, you can keep it in the bottle until you've defeated all eight of the Deep Pythons and freed the second Seahorse (who asks you to rescue its mate from the Fisherman's Hut). Regardless, you get a Piece of Heart when you reunite the two Seahorses in the cave of the last defeated Deep Python.





Treasure Chests

- 50 Rupees
- 100 Rupees
- 200 Rupees

Shops and Other Buildings

- 1. Great Fairy Fountain

Hidden Hole

- 1. Bombchu x5

SC Scarecrow

♥ Pieces of Heart

Zora Cape

Zora Cape lies through a cave on the southern wall of Great Bay Coast. It is home to both the Zoras and a variety of vicious sea life. The waters of the cape are inhabited by Like Likes and nasty Skullfish. Use Zora Link's Barrier Attack to fry the Skullfish and his Boomerang Attack to take out the Like Likes while out of their range.

Pot Smashing Game

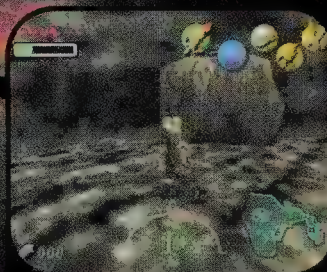
Near the passage leading from Great Bay Coast, a Zora hawks an unusual game. The idea here is to smash all of the pots on the rocks in a single blow. The spread is a little too far apart for Link himself, but one of Goron Link's Powder Kegs or a cunningly aimed Boomerang Attack from Zora Link should work well. If you win, you earn 90 Rupees.

Great Fairy Fountain

The Great Fairy Fountain in the Great Bay Area is here in Zora Cape. Use the flat rocks by the shore to jump to a landing where a boulder covers a Hidden Hole. Then use your Hookshot to pull yourself from one island to the next until you reach the next landing by the rocks. Use a bomb to blow up the rocks covering the entrance to the fountain. The Great Fairy inside doubles your defensive abilities when you return the 15 missing Fairies from the Great Bay Temple.

Hookshot to the Top of a Waterfall!

Near the waterfall's basin at the south end of Zora Cape, several ledges form a path up to the top of the waterfall. Use your Hookshot to latch on to the fronds of the palm trees that grow on these ledges and pull yourself up the path. There are a couple of well-placed treasure chests here, too.



The boulders covering the entrance to the fountain make it almost unnoticeable!



Sometimes you have to move right up to the edge of the ledge to reach the next one.

THE LEGEND OF ZELDA MAJORA'S MASK

The Waterfall Rapids

At the top of the ledges lies the entrance to the Waterfall Rapids. The Waterfall Rapids are home to two beavers called, oddly enough, the Beaver Brothers and their obstacle course. It seems that they've had a run of challengers lately and are running out of prizes. You get two minutes to chase each brother through a rapids ring course. The rules are pretty simple: swim through each ring and make it to the end of the course within the time limit. When you race the first Beaver Brother, the course has 20 rings. The number increases to 25 when you take on the second brother. You do not have to beat the brothers to the end (regardless of what they lead you to believe). Win both races and you get an empty bottle. Take the challenge a second time (this time you have 1:50 to complete the course) and you get a Piece of Heart. Survive a third challenge (with only 1:40 on the clock) and you win 50 Rupees.



Mastering the Waterfall Rapids course can be a challenge, but the prizes are worth it!



Piece of Heart #35

Requirements: Zora Mask

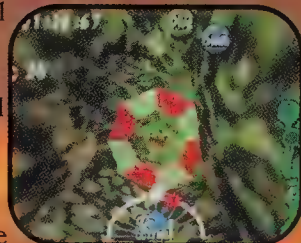
Use the abilities of the Zora Mask to sink to the bottom of the basin underneath the waterfall at the southern end of Zora Cape. Prepare to take on a Like Like and a couple of Skullfish. Use the Barrier Attack to keep the Skullfish at bay and Zora Link's Boomerang Attack to take out the Like Like. Your reward is Piece of Heart #35!



Piece of Heart #40

Requirements: Hookshot, Zora Mask

Use the Hookshot to pull yourself onto the ledges leading up to the entrance of the Waterfall Rapids and prepare to race! You have to complete the Beaver Brothers' challenge twice to get the Piece of Heart (the first time wins you an empty bottle). Swim through both the 20- and 25-ring course in less than 1:50 and the Beaver Bros. grudgingly give you your prize.



Zora Hall

In comparison to the rest of the Great Bay Area, Zora Hall, the home of the Zora in Termina, is pretty tame. The hall's main attraction is the giant stage in the middle of the cave where the famous Zora band, the Indigo-Go's play. When you visit Zora Hall before completing Great Bay Temple, the hall is preparing for the Indigo-Go's next performance. Visit afterward and everyone is waiting for Zora Link to arrive and join in the concert. This impacts your ability to get Pieces of Heart and participate in certain events, so be sure to visit under both conditions.



Pieces of Heart

Akindo Nut
(Only sells to Zoras)

Green Potion 40 Rupees

Zora Shop

Hero's Shield 90 Rupees

Arrows x10 20 Rupees

Red Potion 60 Rupees

Shops and Other Buildings

1. Lulu's Dressing Room
2. Evan's Dressing Room
3. Japas' Dressing Room
4. Mikau and Tijo's Dressing Room
5. Zora Shop

Lulu's Heartbreak

The big story in Zora Hall these days is the terrible depression that's overcome the Indigo-Go's lead singer, Lulu. She spends most of her time outside the hall staring out to sea, brooding over the theft of her eggs. The only way to make her happy again is to rescue her missing eggs, play the New Wave Bossa Nova that they teach you, and then clear out the Great Bay Temple. It is the act of making Lulu happy again that changes the events in Zora Hall from concert preparation to concert enjoyment, as Lulu once again takes to the stage to sing with the Indigo-Go's.

Why It's Good to Be Mikau

There is a distinct advantage to wearing Mikau's Mask while visiting Zora Hall. To begin with, looking like Mikau gets you into any dressing room in the hall. This is important if you are trying to get Piece of Heart #36. You can receive different types of information as Zora Link than as Link himself. Try talking to people in both forms to see what happens.



Lulu stares out at the sea, wondering where her eggs are.



The Zora Mask gets you into any room you want. On his own, Link can't go anywhere!



Odd Jobs in Zora Hall

If you talk to the people trying to rehearse the Indigo-Go's concert, you can make a few Rupees by helping them out. One of their big problems is the lack of lighting. Run up to the balcony and use your Fire Arrows to light the torches for a paltry five Rupees.

If you can take a portrait photograph of Lulu, a stalker-type fan on the balcony overlooking the stage will pay you 20 Rupees. If you bring him a shot where she looks sad, he only pays five Rupees.



Piece of Heart #36

Requirements: Zora Mask

You must attempt this before you clear the Great Bay Temple. You have to catch the band while they are rehearsing in their dressing rooms instead of on stage waiting for you to join them. First, as Zora Link, go to the room that Mikau and Tijo share (the room closest to the entrance). Once inside, change back into Link to hookshot up to Mikau's loft. As Zora Link, read Mikau's diary and write down the two four-note riffs he composed during a jam session with Japas.



Next, head over to Japas's Room (as Zora Link) for a jam session. Japas plays four notes and you must respond with the music you got from Mikau's diary. After you finish jamming with Japas, head over to Evan's Room. Enter as Zora Link (the only way you can get in!) and then take the Zora Mask off. Head over to where Evan is playing on his keyboards, and play the results of your jam session with Japas on the Ocarina. Evan is so delighted with the melody that he gives you a Piece of Heart as a reward. Come back and play with the band after you complete the Great Bay Temple to see the end of the story.



Piece of Heart #37

Requirements: Mountain Title Deed, Goron Mask, Deku Mask, Zora Mask

If you attempt to get this Piece of Heart before you've cleared the Great Bay Temple, you need the Zora Mask to gain entrance to Lulu's Dressing Room. Inside you find a miserable Akindo Nut. The ocean air and dampness is just not for him and he'd like to move to a different location. Offer the Mountain Title Deed to him as Goron Link and he gives you the Ocean Title Deed and the use of his Deku Flower. As Deku Link, use the Deku Flower to launch yourself to the shelf above and the Piece of Heart.



The Great Bay Temple

The Great Bay Temple lies in the deep murky waters to the west of the entire Great Bay Area. You cannot swim there, so you must look for another way. In the past, you've had to use a special song to enter a Temple, and this time is no exception. Once inside, you find that the Temple is based around a huge water turbine. The turbine controls the way the water turns and therefore the direction in which you can travel. To complete this Temple, you must turn on all of the color-coded valves to open up jets of water that can later be used as steps (of a sort). Then, about two-thirds of the way through, you must change the direction that the water flows and explore the remainder of the dungeon. Great Bay Temple can be confusing, so pay attention to your surroundings and consult our step-by-step guide where necessary.



THE LEGEND OF ZELDA MAJORA'S MASK

The Ride to the Temple

First things, first! Before tackling the Great Bay Temple, save your game, reset time, and then slow time down by playing the Song of Time in *Investigate* (see the "Ocarina Songs and Their Uses" section). Refill your supply of arrows and make sure that you have several bottles of Red Potions or Fairies. You can find arrows and Fairies in the jugs right outside the door to Zora Hall, next to the Owl Statue (make sure to activate this, if you haven't already).

When you are fully restocked, change into Zora Link and grab your Ocarina (or rather, Mikau's guitar) and play the New Wave Bossa Nova for Lulu. The jazzy notes break Lulu's reverie and cause the island opposite the Zora Hall entrance to come to life (it's really a giant turtle!). Change back into normal Link and use your Hookshot to pull yourself onto the turtle's back. This becomes your mode of transportation between the Temple and Zora Cape.



Replenishing the contents of these jugs is as simple as ducking into Zora Hall for a few seconds. These jugs, next to the Owl Statue, contain a Fairy, arrows, bombs, and Green Potions.



You have to use the Hookshot to get to the island.

NOTE

The following step-by-step guide provides the most efficient route through the dungeon that allows you to get all of the missing Fairies.

Step 1: Room A

Room A marks the entrance and exit to the Great Bay Temple. Use the Goron Punch to destroy the barrels for extra supplies and then light the four torches with your Fire Arrow to rescue Fairy #1.



Standing on the seal is a good way to get a clear shot at all four torches. Light them and a chest with Fairy #1 appears in front of the turtle's nose.

NOTE

When you play the Song of Soaring in this dungeon, you are returned to this room. You must ride the turtle to Zora Cape to use the Song of Soaring and warp to another Termina location.

Step 2: Room B

Think of Room B as the control center of the whole temple. This is where you change the direction of the water flow. Change into Zora Link and swim to the yellow-green valve in the northeast corner of the room. Sinking it down to the knob and pushing it in a counterclockwise direction.

This turns on a jet of water that you can use as a step to get from one platform to the next along the perimeter of the eastern wall. Before you use them to get to the northern exit, grab Fairy #2 beneath the platform to the south. Grab Fairy #3 by defeating a Giant Skultula on the platform in the southwest corner of the room, to the left of the entrance.



The underwater valve is the only one you want to turn on during this stay in Room B!

Step 3: Room C

Room C contains the giant water turbine that creates the currents of water through the pipes in this dungeon. Consider this the crossroads and expect to see this room often. There are two layers of pipes under the water. The top layer contains two tubes marked with red and green pipes. You can enter only one of the openings at any one time.

On the bottom level are two more tubes, one marked with a red pipe and the other with a green pipe. While the waterwheel turns in a counterclockwise direction, you can only enter the green-and-red opening in the southeast corner (the topmost one) and the red opening at the bottom.

Grab Fairy #4 from the barrel on the western platform, then pull on your Zora Link Mask and start swimming downward while you hug the walls. Enter the red-and-green tube in the southeast corner of the room.



Most of the valves open up jets of water that are used as stepping stones between stationary platforms. Be sure to jump to them when the water is at its lowest point.



Hugging the walls is the best way to ensure that the current from the turbine pushes you into the opening of the tube. The water flows quickly here, so you may want to keep your finger over the Sink button (Ⓢ).



Fairy #5 is in a jug at the bottom of the well. Use the Zora Boomerang Attack to break the jug, then run into it. With the strong circular current, this is especially tricky to pull off.

Step 4: Room D

As you surface in Room D, watch out for the Skullfish that inhabit the waters. Swim to the lowest platform and then use your Hookshot to grapple over to the chest on the west side of the room. Open it to find the Dungeon Map!



Hookshot over to the chest to get the Dungeon Map!

To get Fairy #6, break the jugs across the room with your Bow, then use the Great Fairy's Mask to lure the Stray Fairy over to you.

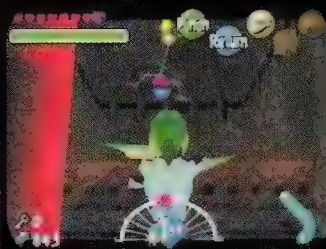
Hop into the water and sink to the bottom of the room. Look for the red-and-green tube guarded by Dixiehands and destroy them with the Boomerang Attack. Swim into the tube's opening and then sink to the bottom of the tube. Walk into the next area.

NOTE

Due to the strength of the water current, each room has an enforced entrance and exit. Use this knowledge to keep from getting lost.

Step 5: Room E

The tunnel opens up into a narrow room filled with Bio Deku Babas! Bio Deku Babas are the most dangerous of all of the Deku Baba species. Most are suspended from lily pads, but every once and a while you find them roaming freely. When you attack one while it is still attached to its pad, aim at the body of this monster for an instant kill. Aiming at the stem only sets it free to run up and attack you. After you defeat all four Bio Deku Babas in this room, float to the surface and use the lily pads to jump over to the chest containing Fairy #7.



Don't forget to look for this Bio Deku Baba hanging out of the way!

Step 6: Room F

This is an intriguing room. First, take out the Real Bombchu in the alcove with the treasure chest using your Bow. If it sees you, it will run across the water to greet you with its bombed tail. Then, hop underwater to destroy the Bio Deku Babas and the Dixiehand and grab the Small Key from the chest. Swim back to the surface and use the lily pads to cross over to the alcove and the chest containing the Compass.



You'll have a much easier time crossing over to the Compass if you destroy the Bio Deku Babas underneath first.

Step 7: Room G

After getting Fairy #8, hop into the conduit from the other side and ride the current back into Room C. Sink to the bottom of the room and enter the red tube. This takes you to Room G on the west side of the Temple. Swim to the surface and walk up the red pipe to the locked door. Use your Small Key and enter.



To get Fairy #8, use Zora Link's Boomerang Attack to break the jugs in the conduit. Then pull on the Great Fairy's Mask to lure the Stray Fairy to you.

Step 8: Rooms H and I

Prepare to meet the Temple's first mini-boss, Wart. Before you enter the battle arena in Room I, take the time to stock up on arrows and magic potions. The Green and Yellow Chuchus regenerate automatically, giving you an unlimited supply of arrows and magic potions until you leave the room. Once you've filled your Quiver and first up to it, enter Room I.



Again, watch out for the Real Bombchu. This time it's hanging out on the pipe.

Wart is a giant eye that lives on the ceiling. When it notices you, expect it to fall to the floor, gathering its protective bubbles around it. To inflict damage on Wart, you must first remove the surrounding bubbles. Use your Bow to knock them off one by one and then slice it with your Sword. You can also change into Deku Link and use the Spin Attack to knock them off the bottom of the eye as it floats overhead. Regardless, once you've managed to clear an area, target the eye with your Bow and try to get an arrow in while the eye is open. After about three arrows, stand back while Wart then shakes the rest of the bubbles off and starts rolling around the room. Fend off the bubbles with your Sword and try to get a second strike against Wart with your Sword. Win and the chest containing the Ice Arrows appears!



Wart in his usual resting place.



As long as Deku Link keeps spinning while beneath the eye, he won't take any damage. The trick is not to target any of the bubbles using [Z].



Aim your Bow carefully in between the bubbles to score a hit. Then watch out! Wart's response is quick and crazy!



Step 9: Room G

With the Ice Arrows, you can now freeze monsters and turn them into stepping stones. Try this with the Octorocks in Room G, and use the resulting icebergs to jump over to the red valve. Open the valve and then head back to Room C. (This valve, in conjunction with the one in Room J, opens up a jet of water in the northwest corner of Room B.)



Oh the things you can do with Ice Arrows! Freezing monsters is only part of the fun.

Step 10: Room J

Take the red-and-green tube back to Room D and hookshot back over to the treasure chest platform. From here, shoot Ice Arrows into the water to create temporary platforms to jump on. Create a path to the platform at the south end of the room and enter Room J.



These temporary ice platforms come in handy when you need to cross the water to get to another platform.

Inside Room J, shoot the Blue Chuchu with an Ice Arrow to turn him into an ice cube. Move the ice cube to the red valve at the end of the room and use it to climb up onto the platform and open the valve to let the water from Room G through.



The Blue Chuchu ice cube is also a temporary thing. Move it quickly to the red valve platform and then use it to climb up to the valve.

Step 11: Room K

From Room J, go back into Room D and take the tube to Room F. Use the Ice Arrows to create a path of ice platforms over to the icy corridor on the north side of the room. Again, watch out for the Real Bombchu and the Bio Deku Baba. Cut down the Ice stalagmites and use an Ice Arrow to melt the ice covering the door. Inside Room K, you find the second mini-boss in the Temple (the farthest Gekko).

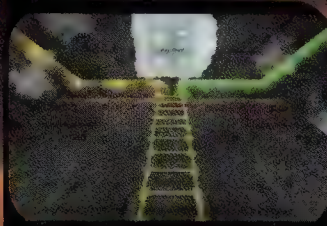
This time around you have to deal with the blobs of Mad Jellies protecting the Gekko. Arm yourself with your Ice Arrows and the Bunny Hood. The Gekko's mode of attack is to gather the Mad Jellies around him and jump to the ceiling. If you can freeze the lump of Jelly before it starts to fall back down, it shatters upon impact and you have a short time to chase the Gekko down and strike him before the Mad Jellies reform and it starts all over again. If you don't get a shot off with the Ice Arrows or you hit the blob too late, the Gekko pulls you inside the blob of Jelly and pummels you. This can be quite painful, so avoid it by keeping your cool and making your shots!



It's time to fight another Gekko!



When you are successful with the Ice Arrows, the glob of Jelly freezes completely and shatters upon impact. When you miss, the Gekko pulls you into the mess and beats you up!



Just as you can use Fire Arrows to melt ice, you can use Ice Arrows to freeze Bowling water.



Positioning the ice platform is very tricky and takes a while to perfect. Once you've gotten up on the grate, look for the chest in the middle of the room!

When you defeat the Gekko, he turns into an innocent frog (try talking to him with the Don Gero's Mask!) and the door to the Boss Key opens.

Step 12: Room L

Once you've got the Boss Key, head back to Room C and make your way over the gears to the entrance to Room L. Use the Ice Arrows to freeze the water covering the ladder and climb up to the door.

Inside Room L, use the Hookshot to pull yourself over to the barrels on the left platform or use the Ice Arrows to create a path of ice platforms directly over to the green valve. Open the valve and head back to the yellow platform with the barrels. Fairy #9 can be found on the grating overhead. To get up there you must build ice platforms in the northwest corner of the room and use the Hookshot to pull yourself up using the Hookshot mark above. This is the only one in the room that pulls you up so that you can land on the grate itself.

Step 12: Room B

Now head back to Room B and change the direction of the water turbine. You are now about two-thirds of the way to the Boss Room!

Once you enter Room B from Room C, look to your right for the red pipes. Overhead is a Hookshot mark. Use it to pull yourself over to the jet of water issuing from the red pipes. Ride the water up to the valve and give it a twist. This turns on a jet of water from the red pipe in the middle of the room beneath the gear.



Next, jump into the water and swim over to the yellow valve. Turning that valve off causes the yellow jet of water to cease and the turbine to spin in a clockwise direction. You can now swim through the other two tubes and explore the rest of the Temple.

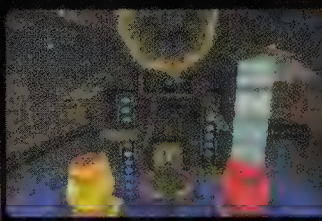
Step 13: Room M

Head back to Room C and this time swim through the other red-and-green tube to Room M. There are two extremely well hidden Fairies here to collect. First, swim over to the northwest corner of the room and jump on the moving platform. Ride the platform up to the shaft of the gear and jump over to it. Balance on the gear shaft until the horizontally moving platform draws near, then jump over to it. As you ride on the platform, look toward the southwest corner for a hidden alcove. Hookshot to the chest or the torch and grab Fairy #10.

Next, swim back over to the moving platform in the northwest corner and equip your Ice Arrows. This time you want to stop the gear itself. Aim the Ice Arrow at the stream of water falling from the ceiling and shoot it right after the platform reaches the top of its run. The water freezes and the gear stops turning with you positioned right over it. Jump over to the gear shaft and make your way to the gear blades themselves. Walk up one of the blades looking north and you should see the chest with Fairy #11. Hookshot over there and grab it, then make your way across to the door in the southwest corner.



When you turn on the red valve, water jets out of the red pipe in the middle of the room, causing the gears to stop turning.



With the red jet on, the turbine starts to turn in the opposite direction, allowing you access to the rest of the dungeon.



It takes a lot of acrobatics to get to this Fairy but the upgrade you receive for returning the Fairies is worth it!



From here you can easily jump to the gear itself with the Bunny Hood.



Walk up the gear blades to see the hiding spot of Fairy #11.

Step 14: Room N

As soon as you enter Room N, look down into the water. Under the see-saw in front of you is a hidden room. Swim under it and dash into the barrel to get Fairy #12.

Use your Fire and Ice Arrows to manipulate the see-saws to get up to the green valve. Turn it on and then walk on the green pipe to the hidden room behind the golden grating. Hookshot over to the chest inside to get Fairy #13.

Step 15: Room O

The door from Room N overlooks Room D. Swim through the tube in the northwest corner, where you entered this room, and head back to Room C. Sink to the bottom of the room and enter the green tube. Room O is the final room before hitting the Boss and here you find the final two Fairies. Fairy #14 is in a bubble in the outtake tube and #15 is beneath the valve platform. Try piercing the bubble with an arrow while you are standing on the green pipe. Then use the Great Fairy's Mask to coax the Fairy over to you.



Change into Zora Link to be able to climb up the bend in the pipe.



Zora Link can also burst barrels underwater using his swim/dash skill.



To get Fairy #14 you have to swim through the tube back to Room C.



Line up your shot at the water's edge while you stand on the green pipe.



Tip

Before you go any farther, consider taking the 15 Stray Fairies back to the Great Fairy's Fountain in Zora Cape. The reward you get from the Great Fairy is an increase in your defensive abilities. The protection this provides to your Heart Containers stands you well in your battle against Gyorg because most of his attacks can neither be defended against nor dodged. Depending upon your time situation, you may want to take advantage of this upgrade now instead of waiting.

Turn on the green valve and use the jet of water to jump over to the platform with the door to the Boss' Room. Use your Boss Key and enter.

Gargantuan Masked Fish: Gyorg

Gyorg is probably the most difficult of the four Temple Bosses. Not only does he inflict a lot of damage (even with the protected hearts), he's impossible to dodge and tricky to attack. You can approach this battle in one of two ways: from the podium or from the bottom of the tank. Both are equally frustrating.

Basically, Gyorg is armored everywhere except for his eye. You have to use double-hit attacks to harm him. The first attack stuns and the second scores damage. From the top of the podium this means arrow shots as Link or Boomerang Attacks as Zora Link. If you try this as Link, stay as close to the center of the platform as possible. Gyorg head-butts the podium in hopes of knocking you off into the water and into his mouth. He also tries to push you off physically or to jump over you and score you with his armored scales. Link, because he is so light, has a tendency to go flying whenever one of these attacks is used against him. Unfortunately, you have to venture close to the edge of the platform to target the monster with **[Z]**. Once you get a lock on, fire one arrow to stun him followed by another to cause damage.

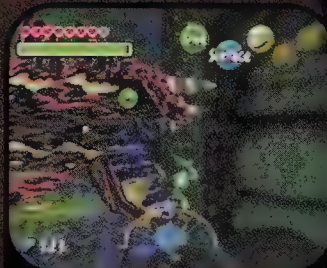
When doing this as Zora Link, you must keep in mind that the Boomerang Attack takes a heart-shaped path when you target with **[Z]** instead of flying straight to the target. Concentrate on getting a relatively clear shot while remaining a few steps away from the platform's edge. Once you've stunned the beast (and Tat's info screen changes to reflect a successful hit), immediately hit him again with another Boomerang Attack or dive into the water and ram into his eye with the Barrier Attack.

From the tank's bottom, you have an easier time getting clear shots with the Boomerang Attack, but you also have the added danger of Gyorg's almost impossible-to-dodge bites. When he comes for you, expect to be eaten and spit out. You cannot defend nor can you dodge this attack and it costs you big in the health department. You won't believe how nimble this fish is!

At the halfway point in the battle, Gyorg disgorges a swarm of smaller piranha-type fish. Fry them all with a blast of the Barrier Attack and collect the Hearts they leave behind. If you don't, each of their bites costs you a Heart!

Four of these combo attacks dispatch Gyorg. However, plan for a long battle and make sure to bring lots of Fairies and health potions with you. It's also a good idea to collect the Temple's 15 Fairies and return them to the Zora Cape Fairy Fountain before you take on Gyorg. The increased defense strength you receive from the Great Fairy as your reward comes in very handy in this battle!

As with the other Temple bosses, your reward for defeating Gyorg is a full Heart Container and the Gyorg's Remains' Mask. This mask is proof of your defeat and cannot be used at all.



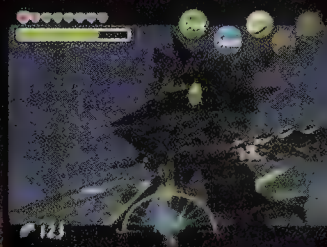
Gyorg swims in for the kill.



Gyorg takes damage from a two-pronged Boomerang Attack. One hit stuns and the second inflicts the damage.



Zora Link rams Gyorg using the Barrier Attack. Don't try this unless Gyorg is stunned and lying on the floor. Otherwise, you'll just swim into his mouth!



Watch out for the needle-sharp bites of these baby fish. Dispatch them easily with the Barrier Attack!



Gyorg's Remains Mask is proof of your victory over Gyorg!

IKANA

Ikana Canyon lies east of Clock Town, down a dusty trail guarded by Real Bombchu during the Day and Blue Bubbles at Night. Both of these monsters are fierce competitors; use the Stone Mask to avoid them or Epona's hooves to vanquish them. Like the entrance to Great Bay, high fences that require Epona's jumping abilities to cross block Ikana's entrance. In addition, the path to the Ikana Canyon and Ancient Castle of Ikana lies at the top of a steep cliff. To get there, show Garo's Mask to the Garo Sage who watches over the canyon. Garo's Mask can be won from the Gorman Brothers at their racetrack off Milk Road.

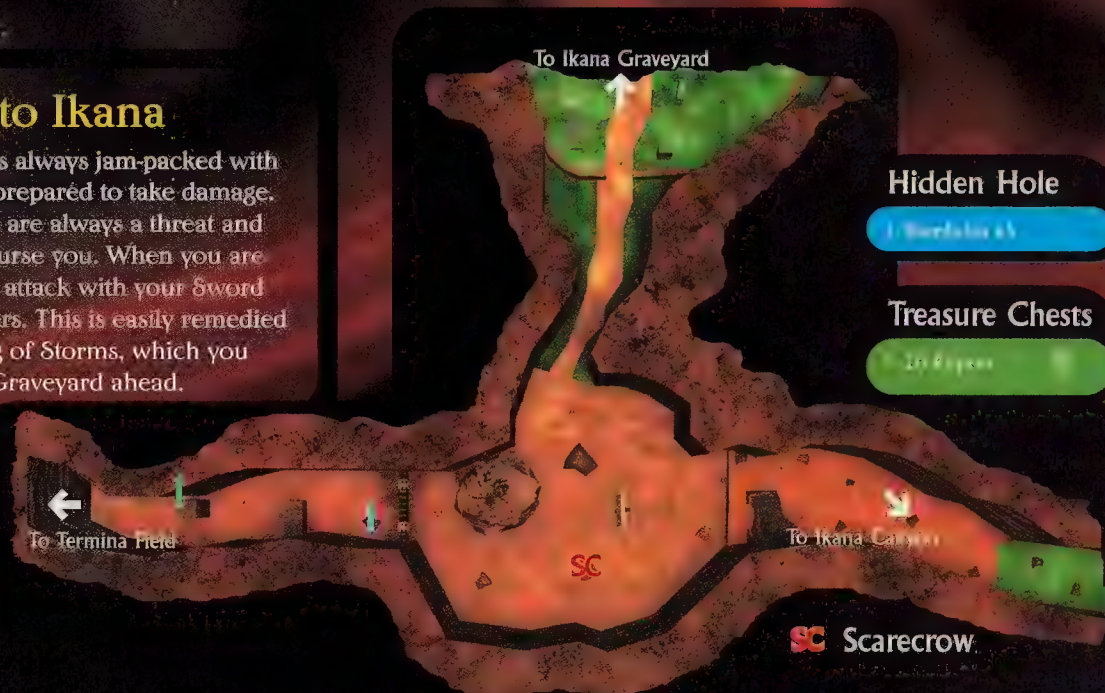
NOTE

Because Tingle appears pretty far inside the Ikana Area, buy the Stone Tower Map from him in Great Bay. It costs 40 Rupees, but it is money well spent after you start to explore the Ikana region.



The Road to Ikana

The road to Ikana is always jam-packed with enemies, so come prepared to take damage. The Real Bombchu are always a threat and Blue Bubbles can curse you. When you are cursed, you cannot attack with your sword for a couple of hours. This is easily remedied by playing the Song of Storms, which you learn in the Ikana Graveyard ahead.



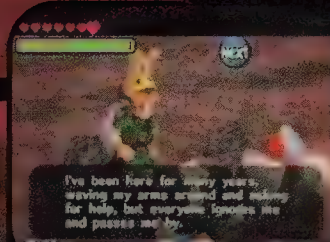


The Stone Mask

This mask ranks right up there with the Bunny Hood and the three transformation masks as one of the most important and helpful masks in the game. The Stone Mask makes you completely unnoticeable to many enemies. In fact, it is so successful that you have to use your Lens of Truth to find the current holder of the mask. Look for a circle of stones on the ground after you've jumped over the second set of fences. Look at it with your Lens of Truth and you find an inconspicuous soldier named Shiro sitting in the middle of the circle. He needs a Red Potion, and if you bring him one, he gives you his Stone Mask as thanks. Wearing the Stone Mask, you can pass by Gerudo Pirates, Real Bombchu, Blue Bubbles, and many other enemies unnoticed.

The Garos of Ikana Canyon

To enter the Ikana Canyon (which is where you find the final Temple dungeon), wear Garo's Mask when you speak with the Garo Sage monitoring the pass. When you do, he summons a tree that you can use to hookshot up to the top of the cliff. Without it you cannot pass.



Shiro sits unnoticed in this stone circle because of the Stone Mask.



Use your Hookshot to climb to the top of the cliff. Now Ikana Canyon is yours to explore!

Hidden Hole

To find the hole

Treasure Chests

To find the chests



Ikana Graveyard

The passageway to the north (one you can enter without Garo's Mask) leads to the Ikana Graveyard. Here you find a simple graveyard and a castle wall guarded by a giant sleeping skeleton.

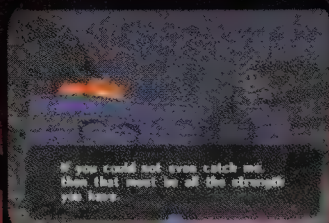
Skull Keeta and the Captain's Hat

Skull Keeta guards the wall where the Captain's Hat lies in a chest surrounded by flame. If you can wake him up and defeat him, the Captain's Hat is yours. To wake Skull Keeta, play the Sonata of Awakening in front of him. Then, when he tries to make his escape target him with **[Z]** and shoot him with your Bow (Fire Arrows add humor value) to slow him down while you catch up. Of course, Skull Keeta has tricks of his own, and he summons his Stalchild minions and activates the flame gates to slow you down. Dispatching the two Stalchildren turns the current flame gate off and allows you to pass. The idea is to keep Skull Keeta stunned long enough for you to get within sword range.

Note: The lettered boxes mark the relationships between the tombstones and the caves they lead to.



Keep Skull Keeta busy fending off your arrows while you fight your way to him.



If you could not even catch me, then that must be all the strength you have.

If you fail to catch up with Skull Keeta, he returns to his resting place and goes back to sleep.

To start the battle, strike him with your Sword repeatedly until he concedes defeat. He has a nasty "hip-drop" attack, but other than that he's not much of a threat. When you defeat him, he turns off the flames surrounding the treasure chest on the top of the wall and lets you have the Captain's Hat. To claim your prize, use the Hookshot to pull yourself over the gap.

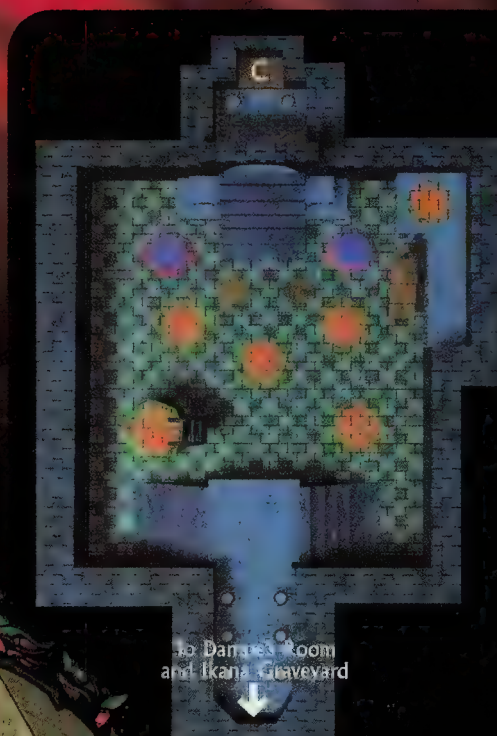
Beneath the Tombstones

With the Captain's Hat you can get the Stalchildren who populate the graveyard every night to dig up the graves they are guarding. Look for the tombstone with a ring of Stalchildren marching around it and talk to one them. When they ask you for instructions, tell them to open the grave. The Stalchildren guard a different tomb each night and under each tomb lies a wonderful treasure.



Ah! Captain, sir!!
Excuse me, sir!

The Captain's Hat lets you talk to Stalchildren and pass for a member of the undead.



Note: The letters mark the relationships between the tombstones and the caves they lead to.

Pieces of Heart

To Damia's Room
and Ikana Graveyard

Treasure Chests

Link's Hat

44



Night One

Beneath the First Night's tombstone is a short set of chambers leading to a strangely familiar face (familiar if you've played *The Legend of Zelda: Ocarina of Time*, that is). First defeat all of the Keese in the first chamber and a chest with 50 Rupees appears in the center of the room. To open the door leading to the next chamber, light all three torches with your Fire Arrows.

Inside the second chamber you find an Iron Knuckle. These iron-plated soldiers are tough competitors who attack with harsh, far-reaching axe swings. To activate the Iron Knuckle, initiate an attack and then stand back. If possible, try to attack it from behind or after he's finished his attack. Above all, avoid getting struck by his axe! It takes about six hits to defeat him.

When you defeat the Iron Knuckle, the spirit of the Royal Composer Flat appears and teaches you the Song of Storms. With this song you can summon a thunderstorm from out of nowhere. Use this to rust other Iron Knuckles, to water Magic Beans on a sunny day, or to remove the Blue Bubbles' curse.

Night Two

On the Second Night, the Stalchildren open another tomb for you. To uncover all of its secrets you must use the Lens of Truth to reveal hidden doors and pathways. First, look for a hidden passageway in the wall across from the entrance.

Use the Lens of Truth in the next chamber to uncover a hidden path across the gap and discover the locations of Keese and Giant Skulltulas!



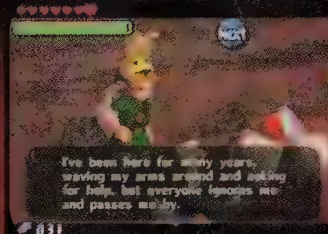
There seems to be a never-ending supply of Keese in this room. Target them with your Bow or use Deku Link's Bubble Attack.



The Iron Knuckle is a tough opponent. Be sure to check your health before entering this fight!



Without the Lens of Truth you'd never know that there was more to this ledge.



If you don't want to use up your magic power by using the Lens of Truth constantly, use target with [Z] to take out most of the enemies in this chamber with your Bow.

Blow a hole in the cracked wall, then proceed into the final chamber where another Iron Knuckle awaits. Use the Song of Storms to slow him down and you'll have a much easier time defeating him. This time defeating the Iron Knuckle nets you a Piece of Heart!

Final Night

On the Final Night, the Stalchildren open a third tomb. Inside is a large room where you find Dampe wandering around. Lead him to the six circular patches of dirt and let him dig for buried treasure. The most effective way to lead him is by targeting him with [Z]. He moves very slowly and has an extremely short attention span.

You aren't actually looking for buried treasure, but rather for three beams of blue light. One is on the main floor and the other two are in the sand pits on the upper level. To get Dampe up there (because he can't climb) take him to one of the square platforms near the steps on the other side of the room. These platforms can only bear the weight of Dampe, so lead him onto one and then run over to the second level sand pit it travels to. Re-target Dampe as soon as the platform arrives and quickly lead him to the sand pit. After all three beams of light are unearthed, a Big Poe appears and battle commences.

Defeat the Big Poe to win another empty bottle. It may not seem like much for all of that work, but the increased storage space is useful in the tasks ahead.



Target Dampe with [Z] and then lead him around the room. Because you have to walk backward, get a feel for the room (and rid it of those pesky Wallmasters) before you start this event.



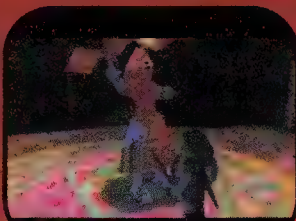
Leading Dampe to the sand pits on the second level is time-consuming work. Keep an eye on the clock so you don't run out of time!



Piece of Heart #44

Requirements: Lens of Truth,
Captain's Hat

Ask the Stalchildren to open the tomb on the Second Night and jump inside. Use the Lens of Truth to locate hidden passages and make your way to the room with the Iron Knuckle. Defeat the Iron Knuckle and a treasure chest appears with the Piece of Heart inside.



Ikana Canyon

On the other end of a boulder-strewn pass lies tranquil Ikana Canyon. Here you find the Ancient Castle of Ikana, now sealed and crumbling. Follow the river to the south to find the sealed door of Sakon's Hideout. Sakon is the thief who plagues the innocent citizens of Clock Town and who can be found wandering through the canyon on occasion. At the north end of the river, you find the entrance to the Secret Shrine and a path of ledges that you can use to hookshot up to the city on the bluff. When you get there, watch out for the Gibdos that have taken over the city. They can freeze you in your tracks while they move in to attack.

Shops and Other Buildings

1. Ghost Hut
2. Sharp's Cart
3. Secret Shrine
4. Entrance to Beneath the Well
5. Music Box House
6. Stone Tower
7. Great Fairy Fountain
8. Ancient Castle of Ikana
9. Sakon's Hideout

Hidden Hole

1. 100 Rupees

Pieces of Heart

Tingle

Stone Tower Map 20 Rupees
Clock Town Map 40 Rupees

Akindo Nut

Blue Potion 100 Rupees



The Side Effects of Garo's Mask

As you wander through Ikana Canyon, Tail points out locations where you might want to put on Garo's Mask. Doing so summons the spirit of a Garo warrior who instantly challenges you to a battle. Defeat him and you get a hint about what to do next. For example, use your Ice Arrows to freeze the Octorocks by the bridge and then use the blocks of ice to cross over to the other side. Look up to see a series of ledges that you can use to hookshot up to the little town on the bluff.



Freezing the Octorocks in the river creates temporary ice blocks that you can use to cross the river.



Use the Hookshot to pull yourself up the face of the bluff to the city above.



Healing Sharp

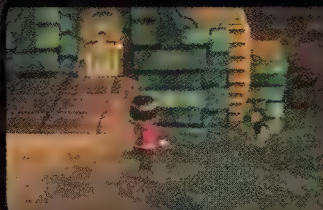
When you reach the top of the bluff, be sure to strike the Owl Statue with your Sword. This ensures that you won't have to make that arduous climb again unless you want to. Your next task is to restore a certain sense of order to this dusty town. Follow the dried up river bed to its source in the cave. Once inside, you are captured by the spirit of Flat's brother, Sharp. After he curses you, you start taking damage until you play the Song of Storms for him. This heals him and causes him to allow the waters to flow once again.



You must know the Song of Storms to soothe Sharp's troubled spirit!

The Gibdo Mask

With the waters flowing, the Gibdos disappear and signs of life start appearing in the Music Box House. Your only chance to enter the house comes when the young girl Pamela is outside playing. She is extremely cautious, and if she sees you, she runs into the house and locks the door. Wait until she is out of sight and run into the house. In the basement is her father, who has been partially turned into a Gibdo. Play the Song of Healing to release him from the curse and you get the Gibdo Mask. This lets you talk to Gibdos and pass as one of them. You need this mask when you venture into the dungeon under the well.



If Pamela sees you trying to enter the house, she rushes in and locks the door. Either wait for her next trip outside or hurry it along by detonating a bomb outside the door.

The Final Akindo Nut

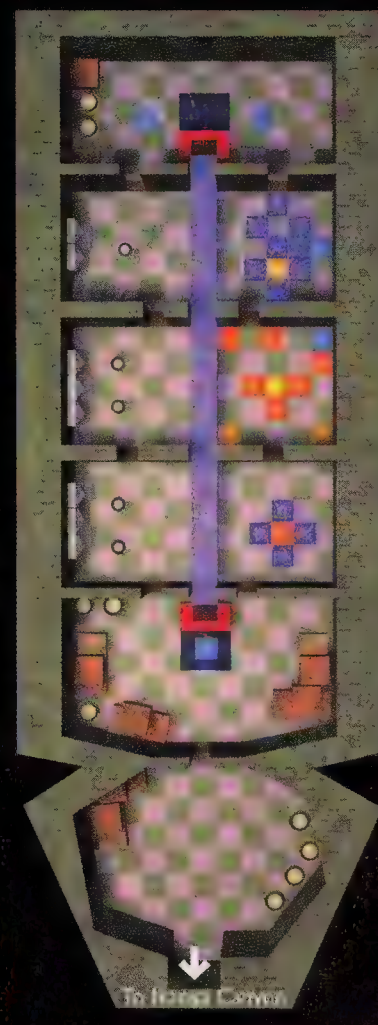
At the south end of the river, across from the entrance to Sakon's Hideout, you find the last of the Akindo Nuts. This one sells Blue Potions for 100 Rupees apiece. This is one of two locations where you can buy this precious potion (the Magic Hags' Potion Shop is the other place—when Kotake can find the ingredients), so keep it in mind. Of course, like the other Akindo Nuts, this one also wants to relocate. If you give him the Ocean Title Deed, he gives you a 200-Rupee piece and the use of his Deku Flower. Look to the ledge across the river to see a Piece of Heart that you can fly to.



Two hundred Rupees is a good reward for the amount of running around you have to do to complete this relay race!

Sakon's Hideout

The thief Sakon is the scourge of Clock Town. He is the one who tries to take the Old Lady from the Bomb Shop's bag and who stole Kafei's wedding mask. As a result, Kafei hides out in the Curiosity Shop's Back Room, peeking through a secret hole and watching for Sakon to bring another load of stolen merchandise to the shop. When he catches Sakon in the shop he follows him back to the hideout and lies in wait for him to return. To participate in this event, which ultimately earns you the Couple's Mask, you must have already completed the other events in the Kafei and Anju story line (see "The Secrets of the Bombers' Notebook" and the "Masks" sections). Then, on the afternoon of the Final Day, the Curiosity Shop Man directs you to meet Kafei here at the hideout.

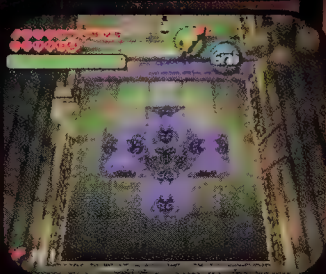


To infiltrate the hideout, arrive at the rocks outside between 6 and 7 p.m. on the Final Night. Use the Stone Mask to guarantee that you are not seen, or just hide behind the rocks.

Once inside, work in tandem with Kafei to make it through the hideout to the end of the conveyor belt. You have a limited amount of time to get there, and you must control the actions of both Link and Kafei. This is much easier than it sounds. Kafei is responsible for solving all of the logic puzzles and Link is in charge of defeating the monsters (Deku Babas and a Wolfos).



With the Stone Mask on, you can safely watch Sakon's arrival.



In the first room, Kafei must push one of the blocks onto the pressure switch to let Link into the room opposite the conveyor belt. Link's job is to take out the single Deku Baba.



Make Kafei run through this room to the green pressure switch near the exit. Link then needs to take out two Deku Babas.



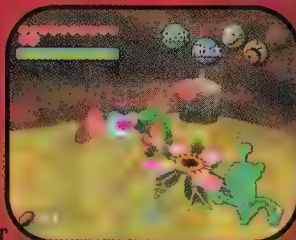
The third room is trickier than the others, requiring you to push blocks onto the green and yellow switches. Link, on the other hand, gets to defeat a Wolfos!

After you get to the final room, move both Kafei and Link onto the two pressure switches to stop the conveyor belt and the mask. Kafei grabs his Sun Mask and heads back to Clock Town. Because it's midnight when you leave, you should head back there too to witness the reunion of Anju and Kafei and get the Couple's Mask.

Piece of Heart #45

Requirements: Garo's Mask, Zora Mask, Deku Mask

To get to this Piece of Heart, simply give the Ocean Title Deed to the Akindo Nut by the entrance to Sakon's Hideout. When he departs, put on the Deku Mask and use the empty Deku Flower to launch yourself over to the ledge on the opposite side of the river where the Piece of Heart rests.

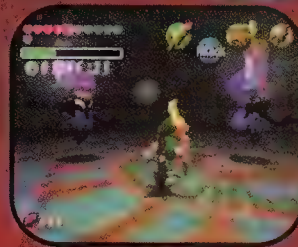


Piece of Heart #46

Requirements: Garo's Mask, Hookshot, Bow, 30 Rupees per turn



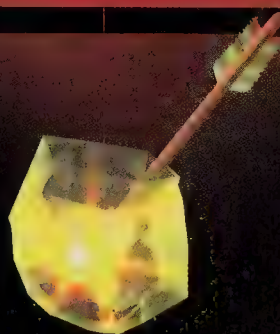
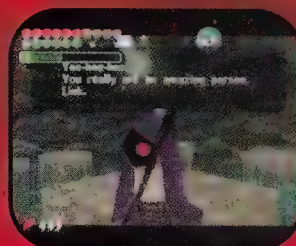
This Piece of Heart is the prize given for defeating the four Poe Sisters at the Ghost Hut in the town within a set time limit (three minutes). This costs 30 Rupees per turn, and you can't compete if you are not sufficiently healthy (you must have more than three full Heart Containers). The four Poe Sisters are pretty easy to defeat, especially if you've played *The Legend of Zelda: Ocarina of Time*. Defeat the first one, Amy, by shooting her with arrows whenever she materializes. Beth and Jo attack as a team. Defeat them by hitting them with your Sword to stop their Spin Attack, then a second time after they've come to a stop. Meg, the final sister, calls upon a group of doppelgangers to confuse you. To defeat her, stand in one place with your Bow nocked and shoot the ghosts as they revolve around you (you have to spin, too). Connect with four shots, and the Piece of Heart is yours.



Piece of Heart #48

Requirements: Light Arrows

The final Piece of Heart in Ikana is a prize for defeating all of the enemies in the Secret Shrine. To enter the Secret Shrine you must have the Light Arrows from the Stone Tower Temple. Inside you find four rooms featuring sub-bosses from your favorite dungeons (Dinofos, Wizrobe, Wart, and the Boss Garo). The only catch is that you must have 16 Heart Containers or more to enter all of the battle arenas.



After you've gotten the Gibdo Mask from the Music Box House, go to Beneath the Well. Beneath the Well is a mini-dungeon that leads you beneath the town to the grounds of the Ancient Castle of Ikana. Because the passageways are guarded by strangely materialistic Gibdos, you must have the Gibdo Mask to converse with them and find out what items they most desire. Fulfill their requests and you can pass through to the next room, door, etc. Fail and you won't get anywhere.

Note: Callouts in yellow refer to the item you need to give to the Gibdo in that area.

BUG

SPRING WATER

FISH

ROOM A

ROOM B

ROOM C

ROOM D

ROOM E

ROOM F

ROOM G

ROOM H

ROOM I

BUG

MILK

BIG POE

10 BOMBS

FISH

ROOM J

ROOM K

ROOM L

ROOM M

ROOM N

ROOM O

ROOM P

ROOM Q

ROOM R

ROOM S

ROOM T

ROOM U

ROOM V

ROOM W

ROOM X

ROOM Y

ROOM Z

ROOM AA

ROOM AB

ROOM AC

ROOM AD

ROOM AE

ROOM AF

ROOM AG

ROOM AH

ROOM AI

ROOM AJ

ROOM AK

ROOM AL

ROOM AM

ROOM AN

ROOM AO

ROOM AP

ROOM AQ

ROOM AR

ROOM AS

ROOM AT

ROOM AU

ROOM AV

ROOM AW

ROOM AX

ROOM AY

ROOM AZ

ROOM BA

ROOM BB

ROOM BC

ROOM BD

ROOM BE

ROOM BF

ROOM BG

ROOM BH

ROOM BI

ROOM BJ

ROOM BK

ROOM BL

ROOM BM

ROOM BN

ROOM BO

ROOM BP

ROOM BQ

ROOM BR

ROOM BS

ROOM BT

ROOM BU

ROOM BV

ROOM BW

ROOM BX

ROOM BY

ROOM BZ

ROOM CA

ROOM CB

ROOM CC

ROOM CD

ROOM CE

ROOM CF

ROOM CG

ROOM CH

ROOM CI

ROOM CJ

ROOM CK

ROOM CL

ROOM CM

ROOM CN

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ROOM CP

ROOM CQ

ROOM CR

ROOM CS

ROOM CT

ROOM CU

ROOM CV

ROOM CW

ROOM CX

ROOM CY

ROOM CZ

ROOM DA

ROOM DB

ROOM DC

ROOM DD

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ROOM DF

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ROOM DJ

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ROOM DN

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ROOM DQ

ROOM DR

ROOM DS

ROOM DT

ROOM DU

ROOM DV

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ROOM DY

ROOM DZ

ROOM EA

ROOM EB

ROOM EC

ROOM ED

ROOM EE

ROOM EF

ROOM EG

ROOM EH

ROOM EI

ROOM EJ

ROOM EK

ROOM EL

ROOM EM

ROOM EN

ROOM EO

ROOM EP

ROOM EQ

ROOM ER

ROOM ES

ROOM ET

ROOM EU

ROOM EV

ROOM EW

ROOM EX

ROOM EY

ROOM EZ

ROOM FA

ROOM FB

ROOM FC

ROOM FD

ROOM FE

ROOM FF

ROOM FG

ROOM FH

ROOM FI

ROOM FJ

ROOM FK

ROOM FL

ROOM FM

ROOM FN

ROOM FO

ROOM FP

ROOM FQ

ROOM FR

ROOM FS

ROOM FT

ROOM FU

ROOM FV

ROOM FW

ROOM FX

ROOM FY

ROOM FZ

ROOM GA

ROOM GB

ROOM GC

ROOM GD

ROOM GE

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ROOM GG

ROOM GH

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ROOM IX

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ROOM JW

ROOM JX

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ROOM KW

ROOM KX

ROOM KY

ROOM KZ

ROOM LA

ROOM LB

ROOM LC

ROOM LD

ROOM LE

ROOM LF

ROOM LG

ROOM LH

ROOM LI

ROOM LJ

ROOM LK

ROOM LL

ROOM LM

ROOM LN

ROOM LO

ROOM LP

ROOM LQ

ROOM LR

ROOM LS

ROOM LT

ROOM LU

ROOM LV

ROOM LW

ROOM LX

ROOM LY

ROOM LZ

ROOM MA

ROOM MB

ROOM MC

ROOM MD

ROOM ME

ROOM MF

ROOM MG

ROOM MH

ROOM MI

ROOM MJ

ROOM MK

ROOM ML

ROOM MM

ROOM MN

ROOM MO

ROOM MP

ROOM MQ

ROOM MR

ROOM MS

ROOM MT

ROOM MU

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ROOM MW

ROOM MX

ROOM MY

ROOM MZ

ROOM NA

ROOM NB

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ROOM QA

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ROOM QO

ROOM QP

ROOM QQ

ROOM QR

ROOM QS

ROOM QT

ROOM QU

ROOM QV

ROOM QW

ROOM QX

ROOM QY

ROOM QZ

ROOM RA

ROOM RB

ROOM RC

ROOM RD

ROOM RE

ROOM RF

ROOM RG

ROOM RH

ROOM RI

ROOM RJ

ROOM



Preparations

With the exception of the two Gibdo guards in the first room, you can meet all of the others' demands while you are in the dungeon itself. If you like being prepared, enter the dungeon with the following items: 1 Blue Potion, 5 Magic Beans, 10 Bombs, 10 Deku Nuts, and 2-3 empty bottles. The items that you can carry in bottles are all found in the dungeon and are too numerous to stock ahead of time. In addition, make sure that you have a full Quiver of arrows and a full Magic Meter. A lot of torches need lighting inside the well.

Step One

At Point A on the map, give the five Magic Beans to the Gibdo on the right and the Blue Potion to the Gibdo in front of the door to the north. Go through the northern door into a passageway blocked with spiked logs. Enter the room to your immediate left (Point B on the map) and fill a bottle with Spring Water and a fish for the Gibdos ahead. To pass by the spiked logs, either run beneath them or use the Deku Flower to fly over them.

Caution

In addition to the Gibdos, Wallmasters inhabit this mini-dungeon. Wallmasters are hand-shaped monsters that lurk on the ceilings of dark places waiting to fall on unsuspecting adventurers. They don't actually attack you; instead they pick you up and return you to the start of the dungeon. You'll know when one is approaching by the sound they make and the growing shadow on the floor. If you suspect that one is stalking you, keep moving around until the shadow stops following you. When the Wallmaster pounces, strike it with your sword.



The easiest way to get past these spiked logs is to fly over them. Don't forget to pull your Gibdo Mask on after you land.



The telltale shadow of the Wallmaster!



Grab bugs here on your way in and on your way out. You need one more bottle of bugs for a Gibdo on the east side of the dungeon.

Step Two

Give the fish to the Gibdo on the left and the Spring Water to the Gibdo guarding the door in the north. Go through the northern door and stop to pick up three bottles of bugs in the room to the left (Point C on the map). If you need bombs, pick them up from the room to the right, opposite the room with the bugs. Give each of the Gibdos in the room ahead a bottle of bugs.

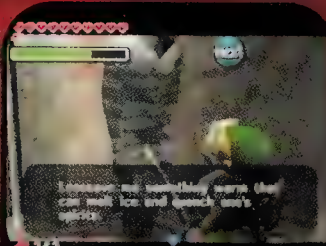
Behind the door to the north is a Fairy Fountain where you can heal your wounds and pick up a Fairy or two for your own purposes. Behind the door to the right, there is a treasure chest with 50 Rupees (if you look hard with the Lens of Truth).

Step Three

Head south to the room marked as Point D on the map (the door was guarded by a Gibdo wanting a fish). Inside, grab another fish and then use your Bow to turn off the fire-spewing eye switches on the wall. Take out the Dixiehand (Zora Link's Boomerang Attack works well here), and fill a bottle from the Hot Springs. Run back to the room at the entrance and enter the eastern side of the dungeon (the door guarded by the Magic Beans fan). Before the water cools, you must make it to the Gibdo at Point E, at the easternmost point in the dungeon.



A simple arrow deactivates these eye switches!



To make it to this Gibdo before the Hot Spring Water cools, run as fast as you can from the Hot Springs to this point.

NOTE

If you do not have 10 Deku Nuts in your inventory, visit the room at Point F before getting the Hot Spring Water.



Step Four

The eastern side of the Beneath the Well dungeon is a little more spirited than the northern branch. After you've delivered the Hot Spring Water to the appropriate Gibdo, enter the room he guards and get a bottle of milk. Play Epona's Song to get these cows into milking mode. Then give the Gibdo guarding the door to the north 10 Bombs. Enter the room and defeat the Big Poe inside. Attack it while it is performing its Spin Attack and then strike it a second time when it comes to a stop. Bottle up its essence and head back into the previous hallway.

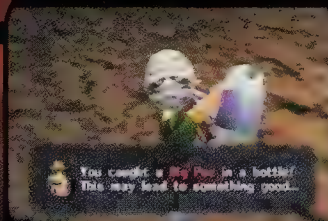
Step Five

If you haven't already done so, give your last fish to the Gibdo guarding the door at Point G and enter the final series of hallways. In the room guarded by the bug-loving Gibdo, you find a treasure chest containing 50 Rupees after you've lit all the torches. Use the Lens of Truth to reveal invisible Giant Skultulas on the walls.

Give the Big Poe essence to the Gibdo at the end of the hall and enter the next-to-last corridor. Dodge the Wallmaster and then make your way carefully through the spiked log trap. This time the logs travel from floor to ceiling and from wall to wall. Once through, give the bottle of milk to the Gibdo guarding the last door at Point H.

The Mirror Shield

Light all of the torches at Point I with your Fire Arrows and a treasure chest materializes. Open it and claim the Mirror Shield. This counts as a shield upgrade and replaces the Hero's Shield altogether. The main purpose of the Mirror Shield is to reflect light onto other objects. It takes a while to get a feel for it, but you'll have plenty of practice in the upcoming areas. To exit the well, you must use the Mirror Shield to reflect sunlight onto the sun switch. This causes a ladder to appear. To get rid of the blue block in the way, reflect light onto that and watch it disintegrate. You can then climb out of the well into the grounds of Ancient Castle of Ikana.



The Big Poe's essence is the purple mist left behind after you defeat the ghost. Capture it quickly in an empty bottle or it disappears!



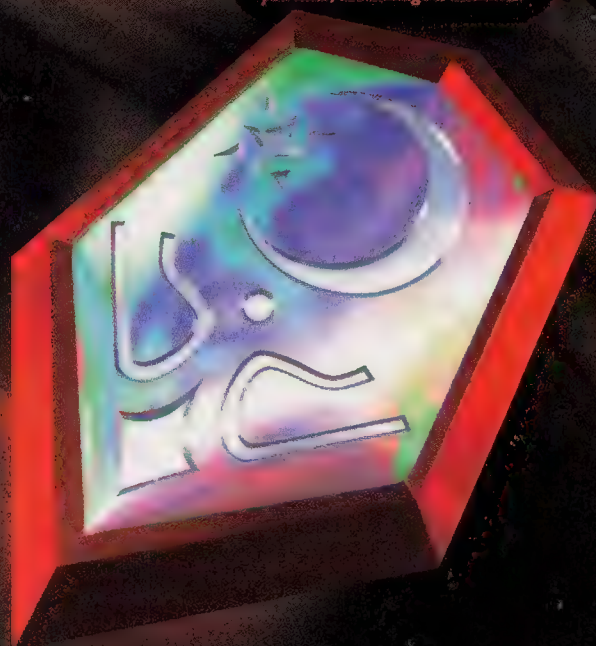
The Giant Skultulas appear after you've lit the torches and found the treasure chest. You can also target them with [Z] without using the Lens of Truth.



Watch the operations of the spiked logs to get a feel of when to pass through. If you miss, the damage is minimal.

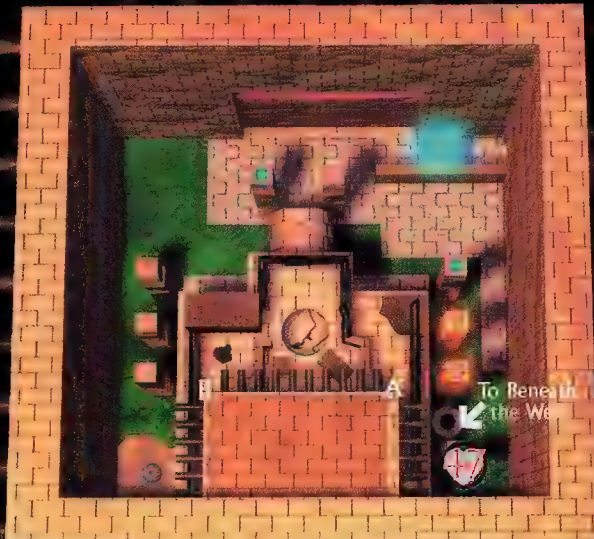


The Mirror Shield activates sun switches and melts sun blocks. You will be seeing a lot of both in the areas ahead.



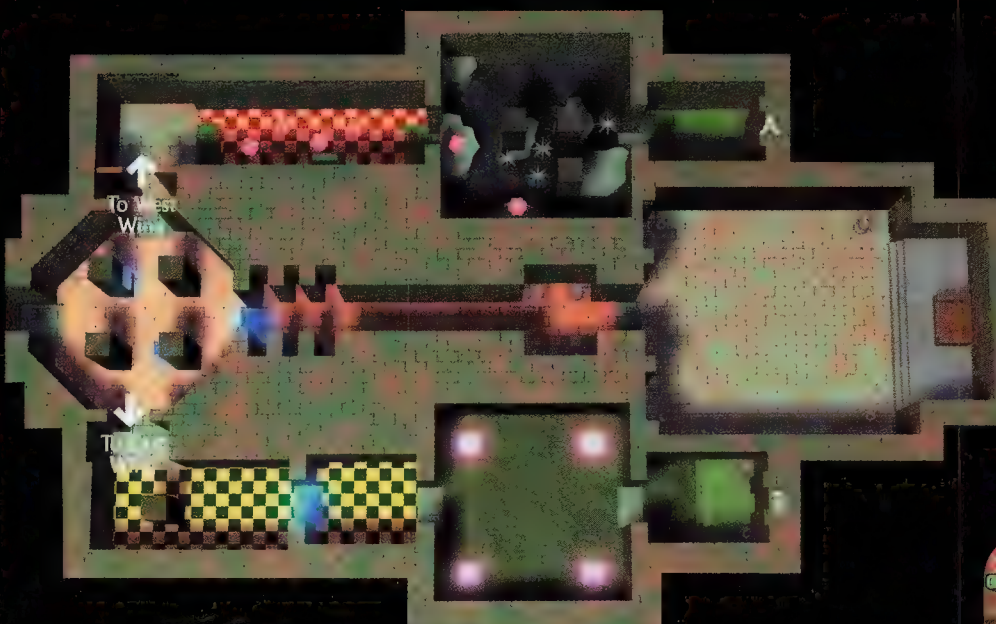


Pieces of Heart



Ancient Castle of Ikana

At the other end of Beneath the Well, an exit leads out into the grounds of the Ancient Castle of Ikana. This building has been sealed up for some time and is starting to show signs of wear. The castle was once the seat of government for this region and there are rumors that the king still haunts the Throne Room. You will find the Stone Tower Temple-related melody here.



The Secret Entrance

After you have the Mirror Shield, use it to open the hidden entrance to the castle grounds so that you don't have to travel by way of Beneath the Well again. Look for a small opening in the rocks next to the sealed castle gates and walk inside. The crystal switch inside floods the room with light that you can then reflect onto the sun block with your Mirror Shield. This works day or night, rain or shine.

Entering the Castle

Before you enter the castle, there are a few things to equip or purchase. The castle halls are filled with Re-deads. These undead monsters attack much like the Gibdos, paralyzing you with a look before jumping on you and leeching away your life. You can trick them into thinking you are one of them by wearing either the Gibdo Mask or the Captain's Hat. The Re-deads, when faced with your masked face, go about their usual business of dancing like loons.

The other item you need is a Powder Keg. This is used to blow up a certain area about halfway into the castle and you don't want to have to stop your exploration to go back to Clock Town and purchase one. Instead, come prepared!



With the Mirror Shield you can use this entrance to the castle instead of having to trek all the way through the well again!



When you wear the Gibdo Mask or the Captain's Mask in their presence, the Re-deads seem to celebrate by dancing.



The West Wing

Once inside the castle's entrance hall, look to the pillars for a couple of ice-covered eye switches. These switches unbar the doors found to the left and right of the entrance. Trigger both of them with your Fire Arrows and enter the circular door to the left.

Inside this room, a crystal switch controls the vibrantly glowing floor ahead of you. You cannot cross the floor because it is burning hot, and you need to reach the pressure switch mounted on the column near the end of the room. Change into your Deku Mask and trigger the switch. The crystal switch causes the floor to rise up to the ceiling briefly, revealing another floor underneath punctuated with Deku Flowers. As Deku Link, run across the floor to one of the Deku Flowers near the column, then burrow into it. When the red-hot floor sinks back down, you'll be safe and you can cause the floor tiles to rise again just by launching from the flower. This, of course, impacts the height of your jump, so immediately halt the jump and burrow back into the Deku Flower to get a launch of normal height. Fly to the top of the column and turn back into Link to trigger this switch, which opens the door to the second chamber.

In the second room, use the Deku Flower to fly over to the floor switch to the left of the door. Step on it as normal Link, then use the Lens of Truth to reveal a hidden step in front of you. Use your Bow to take out the Giant Skultulas and jump from platform to platform along the left side of room until you reach the door. It's best not to use the Bunny Hood in this room.



Merely melting the ice on the switches is enough to trigger them. Accuracy is no longer an issue in this area!

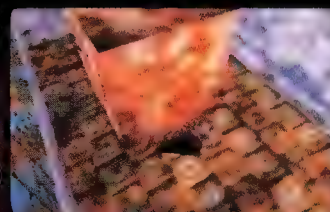


Trigger the crystal switch on either side of the room to make the red-colored floor tiles rise to the ceiling. Then use the Deku Flowers to launch yourself to the top of the column where another type of switch awaits. Don't be concerned if this takes several steps to accomplish.



Unless you're into leaps of faith, you need the Lens of Truth to find this invisible platform.

Run past the Blue Bubbles in the hallway and up the stairs to the balcony. Before attempting to get the Piece of Heart on the pillars to your right (as you enter the balcony), trigger another switch to set things up in the East Wing. Climb on top of the balcony wall and walk around the fencing to the front of the castle. Jump onto the awning and use the Deku Flower there to launch to the pillar on the left with a floor switch. Triggering that switch opens up a hole in the ceiling over the East Wing and floods that area with sunlight (something you need to get through the rooms). Jump over to the pillar opposite and use its Deku Flower to get you back to the balcony and the set of pillars with the Piece of Heart.



Stepping on the switch opens up a skylight in the East Wing. If you fail to do this, you won't be able to get past the first chamber on that side!

The East Wing

The East Wing is very similar to the West Wing in that you must go through a series of rooms to get to the balcony area where you have to perform a specific action. The East Wing, however, is filled with monsters that you must defeat before you can proceed. It is also heavily populated by Re-deads, so be sure to pull on your Gibdo Mask or Captain's Hat!

First, take on the Floormaster in the first chamber. These monsters rely on brute force instead of the element of surprise like their cousins, the Wallmasters. Stay out of the way when the Floormaster glows green in preparation for its Body Slam Attack, and attack when it is its usual rosy red color. The Floormaster splits into three smaller hands when attacked once; dispatch the little guys quickly before they attack you and then grow into big Floormasters.

Use your Mirror Shield to reflect light (coming from the skylight you uncovered earlier) onto the sun block and then proceed past the Re-dead in the next passage. The next room is home to another Wizrobe. This one shoots streams of lava instead of ice but otherwise follows the attack patterns of the other Wizrobes you've met.



When the Floormaster turns green in preparation for its Body Slam Attack, it is invulnerable. Instead concentrate on avoiding getting hit!



The Wizrobe in the Ancient Castle of Ikana shoots streams of funky-looking lava that are as dangerous as they are bright.

Now, head past the Re-dead in the hallway and take the stairs to the balcony. Walk around to the front of the castle and examine the cracked plaster in the middle of the floor. Pull out your Powder Keg (as Goron Link, of course) and use it to blow a hole in the ceiling. Jump down and you're in the entrance hall again. Use your Mirror Shield to reflect the light now pouring in onto the sun block that is blocking the hallway down the center of the castle. After it melts away, enter the Throne Room.



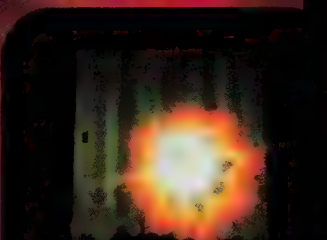
You need to bomb this area, but your usual bombs won't do the trick. You must have the power of a Powder Keg to blow through this ceiling.

The King of Ikana and His Servants

When you enter the Throne Room, the skeletal remains of the King of Ikana shut the curtains, depriving the room of light, and calls his two servants to attack you. This battle is easy if you know how to use the Mirror Shield in battle. First of all, open those curtains again. Stun the two servants with a barrage of Sword hits, then use the Fire Arrows to burn the material covering the windows. When you burn one covering away, stand in the stream of sunlight it lets in for protection while you aim for the second window covering.

Both the king (who you fight later) and his servants are sensitive to the sunlight. To defeat them, stun them with a couple of Sword attacks, then direct a beam of sunlight onto their prone bodies. It helps to be good with your Mirror Shield because it only takes one of these combo attacks to defeat both the servants and the king himself. This is the only way to defeat them (Sword attacks or beams of sunlight alone will not work).

The servants attack like most other swordsmen. They are quick to attack and equally quick to defend themselves. The king is a more powerful version of the two servants. He also attacks with his Sword, but he has two additional attacks. One is a Breath Attack that is pretty wimpy, while the other causes him to literally lose his head. The king detaches his skull and double-teams you with both his head and his translucent body. Run away fast if you see him start that attack because if he corners you, the results can be bad for your health.



First things first! To defeat the King of Ikana and his minions, you must have sunlight. Use your Fire Arrows to set the window coverings on fire.



These creatures are more susceptible to sunlight when they are stunned. Hit them with a beam of sunlight when they are down for the count and they burn up in a blue blaze.

After you've defeated the king and his two servants, it's time for a short cutscene where you learn the Elegy of Emptiness. This song allows you to create a shell of your current self, which you can then use to keep switches down. Link can create up to four different shells with his transformation masks. Unfortunately, the Deku Link shell is too light to be of use, so for all practical purposes Link can create only three shells. These shells stay in place until you create a second of that type. So, if you create a shell of Goron Link in the wrong location, you can get rid of it by playing the Elegy of Emptiness while wearing the Goron Mask. These shells play a large role in the Stone Tower and the Stone Tower Temple.



The King of Ikana gives new meaning to the concept of using your head.



Playing the Elegy of Emptiness creates a shell of Link in his current state. This means that if you play the song as Goron Link, you end up with a shell of Goron Link and if you play the song as Link, you end up with a shell of Link.



Piece of Heart #47

Requirements: Deku Mask, Bow

To get this Piece of Heart, trigger the crystal switch on the first pillar with your Bow (or Hookshot), then jump from the castle balcony over to the pillar with the first Deku Flower.

Quickly change into Deku Link and launch yourself from Deku Flower to Deku Flower to the pillar with the Piece of Heart before the fires return. Getting this Piece of Heart is only difficult when you miss a pillar or fail to make it over to the final pillar before the fires return.





Treasure Chests

1. Majora's Mask
2. Majora's Mask
3. Majora's Mask

The Stone Tower

Before you can go to the Stone Tower Temple, you must first climb to the top of the Stone Tower. This trek gives you lots of experience with the Elegy of Emptiness and the use of the empty shells it creates. You need them to trigger the pressure switches that control the blocks forming the bridges across this three-story tower. In addition, you battle Beamos, Fire Keese, and a never-ending onslaught of falling boulders as you make your way to the top.



FIRST FLOOR



SECOND FLOOR



THIRD FLOOR



THIRD FLOOR (continued)

SC Scarecrow

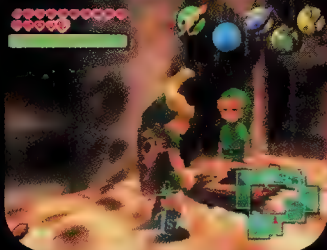


The Secret of the Blocks

On each level of the Stone Tower, three blocks must be moved to form a bridge. To move each block, you must leave a heavy object (such as a shell) on the pressure switches leading up to the area of crossing. For each set of three blocks there are three switches. Use the Link, Goron, and Zora shells to trigger each one.



Step on the switch and play the Elegy of Emptiness. This creates a shell of your current form that you can leave behind to keep the switch activated. This shell disappears when you play the Elegy of Emptiness a second time as that character.



Use the Goron Mask and the Zora Mask to leave behind shells of those characters as well. Use all three types of shells (the Deku shell is too light for these switches) to create a bridge on each level.

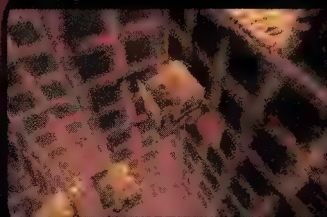


Keep an eye out for any traffic snarls as the blocks move from one area to another. For example, on Floor One you need to press the second switch before activating the first switch across from the tower's entrance or you'll be missing a block when you reach the crossing point.

In addition to the block bridges, you need to use your Hookshot to pull yourself up the intervening levels before the next designated crossing spot. The Hookshot posts scattered throughout the tower make this task pretty easy.

When you cross the second and third block bridges, three switches wait for you on the opposite side. Use these when you want to climb down the tower. On your way up you can just ignore them.

On Floor Three, the pressure switches appear when you reach the top of the level, where you are faced with a three-button puzzle. There are a couple of correct solutions to the question of which order to press the switches. You can trigger the two switches in the back first and the one in the front last or you can start with the front trigger and go in a circle clockwise.



When you step on a switch for the first time, you can see the path that the block it controls will take. If the block gets stuck on the way to its destination, come back to this switch once you've triggered the next in line.



Once you cross a bridge, use the Hookshot to make your way around the perimeter of the tower until you reach the next crossing point.

Next Stop, the Stone Tower Temple!

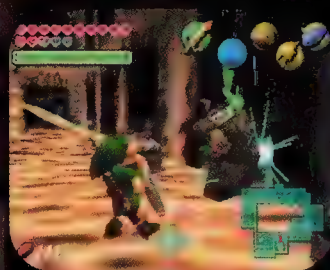
Once you solve the puzzle you are free to enter the Stone Tower Temple. Before you go, be sure to activate the Owl Statue. You may even want to save the game and restart time once you've added the statue to your list of warp points. Use the jugs near the base of the statue to refill your supplies of bombs, arrows, and Fairies.



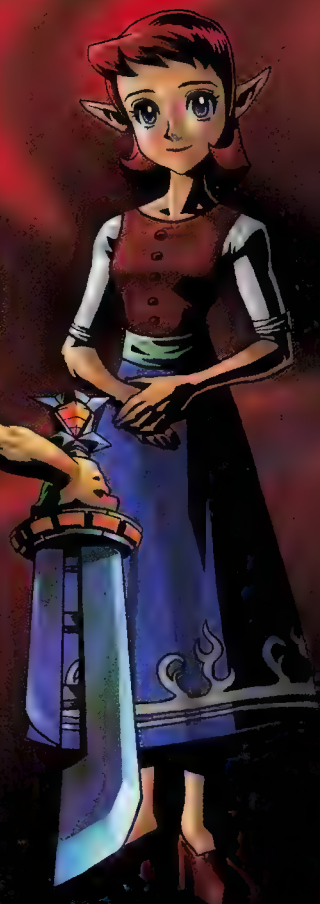
Use these switches for the trip back down to Ikana Canyon, should you choose not to use the Song of Soaring.



Which button will you press first?



Do not enter the Stone Tower Temple without striking this Owl Statue first! It comes in handy during your time in the Temple.





Treasure Chests

- 1. Map
- 2. Small Key
- 3. Small Key
- 4. Compass
- 5. Light Arrow
- 6. Small Key
- 7. Small Key
- 8. Bow Key
- 9. Mystery Mail

Stone Tower Temple

Stone Tower Temple has an interesting gimmick. To complete this temple, you must play it through right side up and upside down—several times if you want to get all of the Fairies! As a result, this Temple dungeon gets extremely confusing unless you work very hard to acclimate yourself to your surroundings and understand the connections between the two sides of the Temple. If you are looking for a Temple that taxes your mind and challenges your skills, then look no farther.



Look for the eye switch in the eye of the strange sculpture.

Step 1: Room A

Enter the Stone Tower Temple with Bow in hand. Across from the entrance is a Real Bombchu and on either side are Dragonflies. Target them with your Bow and take them out. Then shoot the eye switch on the face statue and jump or hookshot over to the chest that appears. Inside is Fairy #1.

NOTE

The following step-by-step guide provides the most efficient route through the dungeon that allows you to get all of the Stray Fairies belonging to the Great Fairy's Fountain in the Ikana Canyon Area.



FIRST FLOOR



SECOND FLOOR



Bomb the cracked wall to find a small room with both crates and boxes inside. The boxes can be used to weigh down the pressure switches. If you can get them there without any run-ins with Bombchu.

Step 2: Room B

Enter the room on the left and take out the Real Bombchu before it sees you. Your best bet is to put on the Stone Mask and clear the room of Bombchus before you start the next task.

This room contains three normal pressure switches and one giant one, plus a wall with a crack in it. Bomb that wall and break one of the crates inside. Behind the wall of crates are two boxes that you can pick up and carry. Place one (or two) of them on the normal-sized pressure switches and leave either a Link or a Zora shell on the remaining one. Place a Goron shell on top of the giant switch. Once all of the switches are pressed, the gate opens and you can go out to Room C.



Use the heavy Goron shell to weigh down this giant pressure switch.



Step 3: Room C

Take out the Dragonflies with your Bow, then bomb the dirt covered square in this courtyard. This creates a skylight into the room below. You can jump down the hole to that room or take the stairs to the north.



The grassy patch cannot be bombed, but this dirt one can!

Step 4: Room D

As you enter Room D, look up and to the right to find a Hookshot point on the wall. Use the Hookshot to pull yourself up there and rescue Fairy #2 in the treasure chest.



The Hookshot point on the wall takes you to a small, darkened room where you find a chest with a Fairy inside.

Back on the ground, use the Mirror Shield to reflect light onto the sun block. Change into Goron Link and cross the lava to the chest with the map inside. Then, Goron Punch the four Armos. Hit them once to activate them and then a second time to make them explode. Once all four are gone, a chest materializes in the middle of the lava. It contains a Small Key.

Step 5: Room E

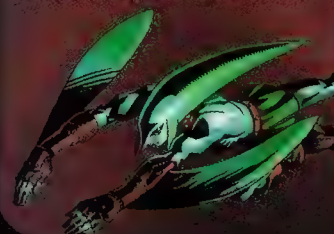
Take the stairs back to the courtyard in Room C and use the Small Key on the locked door. This leads you into a room with a pool. Dive in as Zora Link and swim under the bridge to the other side. Porpoise jump onto the deck and grab another Small Key from the chest there. If you haven't gotten much practice doing porpoise jumps out of the water, you certainly need to master the technique here. If not now, then during the return trip!



The two statues as you enter the room are just statues. However, the four by the map chest are Armos, monsters masquerading as statues.

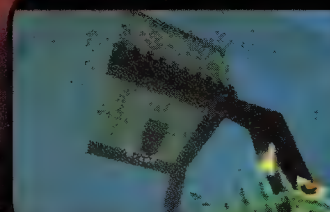


The ledges in this room are a little too high for Zora Link to use to pull himself out of the water. Instead you have to porpoise jump out. When done correctly this looks very elegant. When not, Link crashes into walls and other things.



Step 6: Room F

Go through the passageway guarded by a Dixiehand in Room E and enter the large two-story room named on the maps as Room F (the underwater section) and Room G (on land). First, sink to the bottom and look for a pressure switch surrounded by spiked mines. Use the Boomerang Attack to knock them into one another, causing them to explode. Then step on the switch and watch as a treasure chest appears on the platform above.



Of course, the chest appears upside down. Remember its location and pick it up on the flipside.

Step 7: Room G

Climb onto the walkway through the middle of the room and head to the north. Use Fire Arrows to hit the eye switch above the doorway. This causes another chest to appear on the ceiling, this time in the alcove behind you.

The mirror in this room has a strange ability to store sunlight and then discharge it. Use your Mirror Shield to reflect light into the mirror. The longer you "charge" the mirror, the longer the mirror discharges the light once you put the Mirror Shield down. Charge the mirror for about a minute, then use the light it discharges to reflect light onto the sun block. When it melts away, grab the Compass in the chest.



Charge the mirror by reflecting sunlight into it.

Now, head north to the opposite door (where the chest on the ceiling is) and use a Small Key to open the locked door.



Then, use the light it discharges to reflect light onto the sun block.

Step 8: Room H

Room H was made for the Stone Mask. Inside are Black Boes and Nejiron, neither of which bother you while you have the mask on. The Black Boes are a particular nuisance because they regenerate soon after you defeat the last one. The task you have to perform in this room takes time and concentration, something the Black Boes won't let you have.



If you are not a fan of the Stone Mask, leave one of the stone disks behind. Link can climb on top of it to perform his tasks without any interference from the Black Boes.

First, use Goron Link to punch away the circular stones blocking the skylight. Then charge the mirror to your right for a minute and use the light it discharges to melt away the sun block on the east side of the room. At the end of the corridor you've just revealed is a chest containing Fairy #3. If you're not wearing the Stone Mask, you have to fend off the Nejiron guarding the chest.

To get rid of the sun block in the northern part of the room, you have to charge two mirrors. Charge the first one (to your left) for a few minutes, then rush over and direct the light to the mirror opposite. Charge that mirror as long as you can, then rush over and use the light it discharges to reflect sunlight onto the sun block.

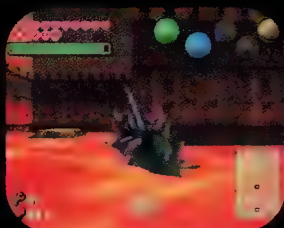
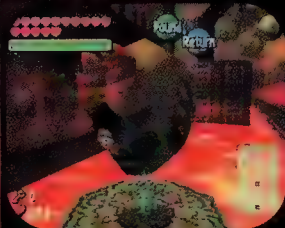
Before you leave, use your Mirror Shield to reflect sunlight onto the sun marks on the wall near the entrance. Trigger the correct one and a chest with Fairy #4 materializes by the central column.



Charge the first mirror, then pass the light along from that one to the other. Once you've charged the second mirror, you can use the light from it to melt the sun block in the way.

Step 9: Room I

To get the two Fairies in this room, you must test your Goron Curl and Deku gliding skills. First, take the ladder to the bottom of the room and change into Goron Link. There is a Goron switch in the lava that, when smashed, causes the flames surrounding another switch on the opposite side of the room to dissipate. The only way to get from one side of the room to the other in time is to use the Goron Curl. However, space is tight, and you have to balance speed with precise steering to make it to the second switch in time. It helps if you walk or roll down the track once or twice to get a feel for it before you attempt the challenge. Another trick is to run through the first tight area before starting the Curl. Triggering the second switch causes the flames around a treasure chest on the ledge above to subside.



Goron Pound the switch, and the flames around the switch on the other side disappear. Run through this narrow spot, starting your Goron Curl as you pass by the pillar. Make a sharp U-turn around the end and then aim for the switch.

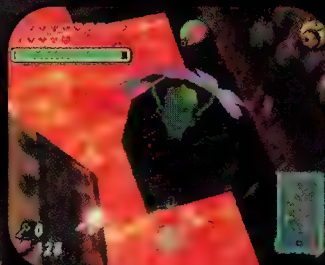
To get to that ledge and the door to the next room, change into Deku Link and glide over there. Use the air vents to boost you up into the air and revitalize your glide. Across from the first of these air vents is a ledge with Fairy #5. From the ledge you can jump into the air vent and either continue or return to the Deku Flower to try again. The tricky part is making it around the U-bend without getting turned around, and then sustaining your glide between the second and third air vents. Complete your flight and you can claim Fairy #6 from the chest.



Grab Fairy #5 from the chest on your way. Restart your glide by jumping from the ledge to the air vent.

Step 10: Room J

If you wore the Garo's Mask a lot while you explored Ikana Canyon, you undoubtedly got lots of practice fighting the Garo. This room contains a Boss Garo as a sub-boss. The Boss Garo is a larger, faster, and stronger version of the regular Garo. The trick to defeating him lies in dodging his attacks and then hitting him while he looks for you.



Prevent yourself from falling until you are near the edge of this vent.

While he's distracted you can hit him with your Sword or do a combo attack with Ice Arrows (which freeze him) and your Sword. It only takes two to four hits to defeat him. Just step aside once you've won so you don't get caught in the explosion from the bomb he detonates in defeat!



Your reward for victory is the Light Arrows. Use these in place of the Mirror Shield when you need to trigger sun switches or dispose of sun blocks. They are also effective against monsters vulnerable to the light. Their biggest use, however, is to trigger the switch that flips the Temple upside down.

Attack the Boss Garo when he stops to look for you.

Step 11: Rooms K and L

Use your Hookshot to pull the mask off the Hiploop, then defeat it with a simple Sword strike. Continue through the door to Room L. Room L is actually the bridge over the swimming pool in Room E. Here you have to defeat the Eyegore before you can head back to the entrance. Shoot an arrow into the Eyegore's eye when it turns yellow during an attack. Do this four times to defeat it. When you do, a chest with Fairy #7 appears on the bridge.



Step 12: Room A

The door at the end of Room L leads you back to Room A. Jump off the shelf here into the room below and look for a yellow sun mark. Shoot it with your Light Arrows and a chest appears on the overhead arches.



The Eyegore is sensitive to attacks in its eye. Wait until it turns yellow and then strike it with an arrow.

Step 13: Outside of the Stone Temple

To flip the Stone Tower Temple upside down, you must return to the entrance, where you find the blocks back in their normal places. Leave shells on the switches to your right and, in the front, move two of the stones away from the front where the "blood-stained" mark the Boss Garo told you about lies. Pull out your Light Arrows and shoot the center of this spider-shaped mark to flip the dungeon.



This mark shows up in certain rooms inside the Temple itself, indicating that you can flip the individual rooms themselves.



Stone Tower Upside Down

When you flip the Stone Tower Temple upside down, the third floor of the Stone Tower also turns upside down to compensate. This uncovers an interesting treasure trove if you have a Magic Bean handy. Look for a dirt patch on the ground before crossing the blocks back over to the Stone Tower Temple and plant a Magic Bean. Water it with a bottle of Spring Water (or use the Song of Storms) and travel on it to a hidden ledge with a bunch of treasure chests. Use the Magic Bean inside one of them to travel back down when you are finished.



Plant a Magic Bean and ride the leaf to a real treasure hoard!



Step 14: Room M

The Temple, flipped upside down, looks somewhat similar to the original version, just a lot darker and scarier. Many rooms have catwalks stretching over large expanses of void. Be careful not to accidentally fall off! In addition, rooms that were once filled with water are now bone dry, while rooms that once had floors of lava now have ceilings of lava that drip.

Your first task in Room M, the new entryway, is to grab Fairy #8 from the chest ahead of you. Then head to the left and into the hallway leading to Room N.



The seal behind the Fairy's chest is what you use to warp to the Boss Chamber once you've cleared the dungeon. This should lead you to believe (correctly) that the Boss is in the upside down version of the dungeon.

Step 15: Rooms N and O

Use the Light Arrows to demolish the sun block, then turn into Deku Link for a bit of gliding. The water that once filled Rooms N and O (formerly known as Rooms F and G) has drained out through the holes in the floor. These holes are now air vents that can boost Deku Link high into the air. The one to the left takes you to the top level of the room and the one on the right shoots you up to the room's mid-point.

First, rescue Fairy #9 in the niche directly across the room from the exit. Unfortunately, the Deku Flower is not powerful enough to launch Link over there, so fly over to the air vent on the right to get enough lift to make it to the opposite wall. Then hover in the air and slowly lower yourself until you can enter the niche. This is similar to a method used in the Snowhead Temple to get a Fairy.

Next, fly over to the pressure switch on the east side of the room on a ledge about halfway up the wall. Leave a shell on it to weigh it down and then fly over to the ledge with the chest (now no longer surrounded by flames) on the south wall, near the ceiling. Fairy #10 is inside.

Hop down to the bridge below, head down the corridor to the north, and step on the switch. This unveils a chest on the opposite side of the bridge that contains an important Small Key. Grab it, then launch yourself to the ledge at the top of the room in the northwest corner. Before you unlock the door, shoot a Light Arrow at the sun mark to uncover a treasure chest for your return trip!



Use the vents' different heights to get where you want to go.



Link hovers in the air by the bridge until he can maneuver himself underneath the bridge and into the little room with the chest.



The switch in the northern corridor uncovers this chest with a Small Key.



Triggering the sun mark causes this treasure chest to appear. Remember its location!

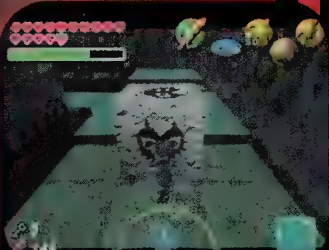
Step 16: Room P

Use the Light Arrows to shoot the spider mark and flip the room over. Then change into your Goron Mask and cross over the lava. Flip it again to exit into Room Q.

Step 17: Room Q

The object here is to move the stone block in the northeast corner over to a floor switch in the northwest corner. To accomplish this you need to move the block as far as you can and then flip the room over. The arrangement of tiles on the floor and ceiling are different, but compatible.

When you get the block into its slot, the door to Room R is unbarred and you can leave. Restock your arrows and Magic Meter before leaving.



Push the stone block as far as you can, then flip the room. The tiles are placed so that you can continue pushing the block forward to its mark just by flipping the room back and forth.

Step 18: Room R

The Wizrobe makes a repeat performance in this room which, although small, has teleporter pads on many levels. Dodge the lava dripping from the ceiling and defeat the Wizrobe in the usual manner. Before exiting the room, grab Fairy #11 from the treasure chest by the door (this appears once you defeat the Wizrobe).

Step 19: Rooms S and T

The four Poes in this room disappear the moment you use  to target them. Defeat them if you so desire. Then hop into the Deku Flower as Deku Link and launch yourself across the room. On the other side, to the south, is the entrance to Room T. Launch yourself over there and prepare for a difficult battle.

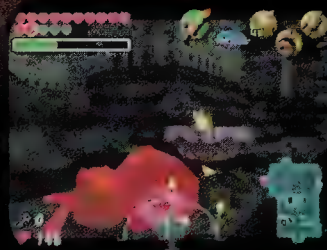
The four Death Armos in this room guard a chest with a Small Key. To defeat a Death Armos, target the little shields on their bodies with Light Arrows. If you score a hit, the Death Armos flips upside down and tries to dive down on you. Let it start to fall and then step out of the way. The Death Armos, now stuck in the cement, explodes like a bomb. Avoid that too and then pick up the Green Potion it leaves behind. Watch your Magic Meter as you take these beasts on because it is very easy to run out of magic power.

To get the Small Key, place a shell on the pressure switch and then grab the key from the chest that appears.

Step 20: Room U

First, turn to the right and head through the door into Room M where another Death Armos guards a switch. Jump over to the platform and step on the switch (causing another chest to appear on the ceiling) before you take too much damage from the Death Armos.

Return to Room U and use your Bow to knock out the hanging mines. Then pull on the Deku Mask and launch yourself to the Deku Flower in the cage midway across the room. Complete the trip from there and enter the door to Room V.



The idea, of course, is not to get hurt when the Death Armos drops on you. Get back quickly before it explodes.



Step 21: Rooms V and W

As you run through Room V, watch out for the Blue Bubbles. Defeat them with your Bow from afar so you don't get struck down by their curse. If a Blue Bubble does touch you, it prevents you from using your Sword for about five minutes or so. To rid yourself of the curse, simply play the Song of Storms. Whatever you do, do not enter Room W while you are cursed!

Room W is the home of the game's final sub-boss, Gomess. Arm yourself with your Light Arrows and put that Bunny Hood on! Gomess fights like all other swordmen-like enemies, except he is enshrouded in bats. Use the Light Arrows to disperse his cloak of bats and then try to get a Sword strike in. In addition, keep a close eye on his long handled scythe. This weapon has a long reach and Gomess swings it in circles, hoping to slice you with it.

To defeat the Death Armos, meet it face-to-face. You cannot take it out from afar.



Yes, a Deku Flower is inside this nook. Get rid of the hanging mines in front of it before flying over.



Gomess covers himself with bats as protection.



To defeat him and gain access to the Boss Key, knock off the cloak of bats with a Light Arrow, then move in for a Sword slash.



Step 22: Rooms X and Y

Use the Song of Soaring to warp back to the dungeon's entrance and look toward the ceiling for signs of the treasure chest that you uncovered with the switch guarded by the Death Armos. Tat! goes green when you see it and hints that you can use it as a Hookshot point. Do that and pull yourself up to the ledge at the top of the room. Use a Small Key to unlock the door and enter Room X.

Defeat the Eyegore in Room X (this one uses laser beams!) with four shots to the eye when it is yellow. When you defeat it, a treasure chest materializes on the walkway. Inside is the Giant's Mask. This mask can only be used in the Boss Chamber here in the Stone Tower Temple, and it levels the playing field by making you as large as the Boss. It also consumes vast amounts of magic power—one MP per second. Stock up on Green Potions before taking on the Boss.

Enter Room Y and use your Bow to trigger the crystal switch ahead of you. This causes a chest to appear on the ceiling of the room.

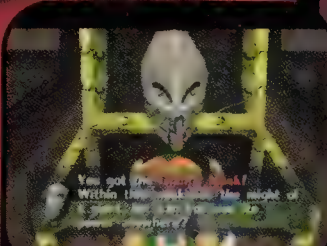
Step 23: Grabbing the Remaining Fairies

When you finish Step 22, you can either proceed to the Boss Chamber or get the rest of the Fairies. To do that, you need to flip the Temple back right side up. Exit the Temple and shoot a

Light Arrow at the spider-shaped mark. When the Temple's back to normal, head in and make a run for the treasure chest in the little pit area across from the entrance to get Fairy #12.



You have to look hard to see this tiny chest, but it is there and you can use it to pull yourself up to the balcony.



The Giant's Mask turns you into a giant version of Link!



Trigger the crystal switch to make the chest with Fairy #15 appear. You have flip the dungeon around to get this one!



This is the chest you hookshot to get to the hallways leading to the Boss Chamber!

Step 24: Room E

Next, head over to Room E and use your Light Arrows to melt the two sun blocks on either side of the bridge. Porpoise jump into the fenced area on the right side where you see a crystal switch. Defeat the large Beamos with a bomb and then strike the crystal switch, causing a treasure chest to materialize on the opposite side of the bridge.



Shoot this block with a Light Arrow and then porpoise jump into the fenced-in area to get to the crystal switch.

Step 25: Room F

Dive back into the pool and swim through the underwater passage into Room F. Look for the sun mark on the underwater platform opposite the entrance and swim toward it. Fairy #14 is in the chest on top of the platform.



The crystal switch causes a chest to materialize on the left side. This contains Fairy #13.

Step 26: Room K

The last Fairy is hidden in the chest that you uncovered in the hallway before the Boss Chamber, just a few minutes ago. Make your way through the rest of the Temple to Room K. Jump down to the floor and grab Fairy #15. Now head back to the Temple's entrance and flip it back upside down to meet the Boss.



It is easy to miss this chest in the shadowy water.

Getting the Great Fairy's Sword

Before facing the Boss, you might want to do a couple of things. First, if you are running low on Green Potions, go to a town and buy some. This is the only way you can guarantee that you'll get to use the Giant's Mask throughout the entire battle with Twinmold. Next, if you have all 15 Fairies, take them to the Great Fairy Fountain in the Ikana Canyon Area (between the Ancient Castle and the Stone Tower entrance) and redeem them for the Great Fairy's Sword. This giant Sword is a C-Button item (which means that you can use it even you are cursed!) that takes both of Link's hands to hold. It also does four times the amount of damage of Link's old Kokiri Sword and its larger size gives Link a longer reach. If you run out of Magic Power in the Boss Chamber, this Sword comes in very handy!



Get the Great Fairy's Sword!

Step 27: To Twinmold's Lair

Enter the Temple in its upside down form and hookshot back up to the entrance to Rooms X and Y. This time you can just run straight through Room X and into Room Y. Use your Hookshot to pull Link over the spiked logs by shooting it at the opened chest and the Hookshot mark on the ceiling of the room. Then use the Boss Key to open the door to Room Z and the Boss' Lair.

Giant Masked Insect: Twinmold

This battle is, well, strange. First of all, the battlefield (and your strategy) changes whether or not you use the Giant's Mask. As normal Link, the field is enormous and the swirling sands often obscure your vision. In addition, the two giant centipedes that are Twinmold are so large that attacking them seems almost impossible!

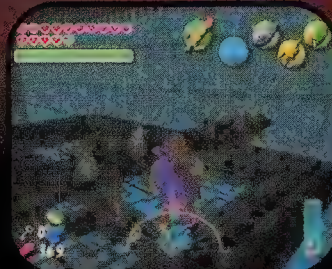
With the Giant's Mask, Link is roughly equivalent in size to Twinmold and can navigate the desert arena with greater ease.

The two monsters that are Twinmold basically spend the battle leaping and diving into and out of the sand. If you are wandering out in the sand, they track your process. You take damage only when you get in their way.

To defeat the Twinmold you must target its two soft spots; its head and tail. As Giant Link you can easily reach these two areas, so the game has made it impossible for Giant Link to actually target them (Z). As normal Link you must use target using (Z) to aim arrows, or try using bombs or your Sword. The Great Fairy's Sword (your reward for finding and returning all 15 of Stone Tower Temple's missing Fairies) is your best choice for taking these beasts on face-to-face.

Obviously, the Giant's Mask is the way to go because it evens out the size problem. However, the Giant's Mask uses one point of magic every second you have it on, and as Giant Link, you cannot pick up items off the battleground. To counter the terrific drain on your magic, bring along a bunch of Green Potions with you (we suggest two to three Green Potions and one Fairy, just in case) to keep the masquerade going. If your magic runs out, don't fear. You can still win this battle as normal-sized Link—it's just harder. Hanging out near the pillars scattered throughout the desert arena is a good way to replenish magic. Wait until one of the Twinmold monsters runs into the pillar, then check the remains for magic refills, etc.

Once you've defeated both parts of Twinmold, you get a full Heart Container and the Twinmold Remains Mask. This mask is proof of your defeat and cannot be used at all.



Watch out for the spiked log on the second level as well!



Normal Link vs. Giant Link: which one would you use?



Link, obscured by the giant tail, lands a solid hit. Those drops of blue blood are one of the only signs that you get of a successful attack.



The Twinmold's Remains Mask is proof of your victory over Twinmold!





THE SECRETS OF THE BOMBERS' NOTEBOOK

The Bombers' Secret Society of Justice is an organization of kids in Clock Town that specializes in doing good deeds for people in need. When you run into them during the first cycle of days as Deku Link, you can only join their club as a temporary member. However, when you meet up with Jim (their leader) again, as Link, and complete their "Hide-and-Seek" challenge, you're asked to join them as a permanent member. With membership you receive the Bombers' Notebook and a more permanent Secret Password.

How the Bombers' Notebook Works

The notebook is what Bombers use to write down their good deeds, or possible good deeds, as the case may be. Whenever you meet a person in need of some help, their name, picture, and schedule information is automatically recorded in the Bombers' Notebook. As you learn more about these people, you learn what it takes to complete the favor you've promised to undertake. In return, you receive Pieces of Hearts, masks, bottles, and other items as symbols of the townspeople's gratitude.

The Bombers' Notebook is housed on the Quest Status Subscreen and is arranged roughly like a page in an organizer. When you meet one of the 20 people in the game that you can help, some basic information is automatically entered into the notebook, such as their name and a schedule of when you can meet up with them. The schedule information given in the notebook is specifically related to the good deed you must do for them and acts as a hint. When you talk to the person within the scheduled time frame, an exclamation mark symbol appears over the time bar, marking the conversation and recording any promises you've made. The symbol is yellow when active and gray when inactive. (Most conversations do not remain active once you've restarted time, and you must redo them to complete the favor.) If a meeting ends with the acquisition of an item, a bow or a mask will be marked on the schedule. When you complete your good deed, a medal appears at the end of the schedule line, celebrating the happy occasion.

Take the opportunities recorded in the Bombers' Notebook seriously, as they are one of the game's major sources of masks and Pieces of Heart!

NOTE

The solutions given below are meant to get you through each of the Bombers' Notebook events as quickly as possible. However, you will learn more about the characters in the game if you take a little more time and enjoy the interaction of the characters around you. Lots of humorous cutscenes surrounding these events are worth watching, and they explain the behind-the-scenes workings of the city.

The People and Favors of the Bombers' Notebook



The Bombers

The Good Deed: Win the Bombers' "Hide-and-Seek" challenge to gain membership to their club.

The Solution: At any time of the day, on all three days, pay a visit to the Bombers' leader, Jim, in North Clock Town. To gain his attention, pop the blue balloon he's playing with: You can do this as Deku Link with the Bubble Attack, but you must talk to Jim as normal Link to gain permanent membership in the club. Accept the challenge to find and tag the five Bombers before the morning of the next day. Two of them are in North Clock Town, two in East Clock Town, and one in West Clock Town. When you find them, you're granted a randomly generated "Secret Password" (i.e., one that is different for each person playing the game) and given the Bombers' Notebook as further proof of membership. The password written in the notebook is good for the rest of the game, so you can enter the underground passage to the Astral Observatory at any time without having to replay the hide-and-seek game.

The Reward: Bombers' Notebook and a permanent "Secret Password."





Anju

The Good Deed: Reunite Anju with her missing fiancé.

The Solution: This tricky and time-consuming deed involves many steps and the participation of many characters. It is also the backbone of many of the notebook-related subquests. How you choose to react to certain elements determines whose good deed you complete and what you get as a reward. To complete Anju's good deed, you must perform the following tasks.*



Kafei

The Good Deed: Reunite Kafei with his fiancée, Anju.

The Solution: When you solve Anju's problem, you solve Kafei's as well. Follow the instructions listed above. The Reward: The Couple's Mask.



Curiosity Shop Man

The Good Deed: Help Kafei and buy stuff!

The Solution: The Curiosity Shop Man plays a small but important part in the Anju and Kafei story line. He is also the source of many interesting stolen items, including an expensive but important mask. However, acquiring this mask is incompatible with the Anju and Kafei story line. To get everything you can from this man, you need to complete two separate events.

Day One

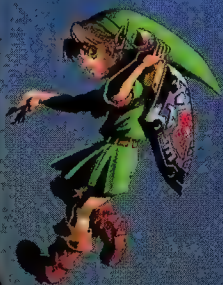
- 10 a.m.-3 p.m. Get the Kafei Mask from Madame Aroma at the Mayor's House.
- 1:30 p.m.-3:30 p.m. At the Stock Pot Inn tell Anju that you have a reservation and get the Room Key.
- 2 p.m.-7:30 p.m. Talk to Anju while wearing the Kafei Mask. Promise to meet her in the kitchen that night at 11:30 p.m.
- 11:30 p.m.-5 a.m. Meet with Anju in the kitchen of the Stock Pot Inn. Get the Letter to Kafei.
- 12 a.m.-6 a.m. Put the Letter to Kafei in one of the Mailboxes.

Day Two

- 6 a.m.-9 a.m. Put the Letter to Kafei in one of the Mailboxes (if you haven't already).
- 3:30 p.m.-10 p.m. Talk to Kafei in the Curiosity Shop's Back Room. You enter this room from the Laundry Pool Area in the southwest corner of town. Get the Memorial Pendant to deliver to Anju.
- 5 p.m.-9 p.m. Give the Memorial Pendant to Anju.

Final Day

- 6 a.m.-12 p.m. Give the Memorial Pendant to Anju (if you haven't already done so).
- 1 p.m.-6 p.m. Meet the Curiosity Shop Man in the shop's back room. Learn where Kafei has gone.
- 6 p.m.-7 p.m. Meet Kafei outside Sakon's Hideout in Ikana Canyon. Help him steal his Sun Mask back.
- 4 a.m.-6 p.m. Meet Kafei and Anju in the Employees Only Room in the Stock Pot Inn. Get the Couple's Mask.



* The following things will prevent you from completing this task: foiling Sakon's theft of the package from the Old Lady from the Bomb Shop (Day One 12:30 a.m. in North Clock Town) and failing to get the Memorial Pendant to Anju on time.
The Reward: The Couple's Mask.

The Keaton Mask and the Special Delivery to Mama

Complete all of the steps in the Anju and Kafei story line up to the point where you meet the Curiosity Shop Man in the store's back room (Final Day, 1 p.m.-6 p.m.). In addition to relaying the message about Kafei's whereabouts, the Curiosity Shop Man has a few items for you, namely the Keaton Mask and the Special Delivery to Mama. The Keaton Mask is yours to keep, but the Special Delivery to Mama is used to complete two more good deeds: one by giving the package to the Postman and one by giving it to Madame Aroma herself.

The All-Night Mask

The Curiosity Shop deals in stolen merchandise given to the owner by Sakon or that thieving bird, Takkuri. When you don't prevent Sakon's robbery of the Old Lady from the Bomb Shop on the first night at 12:30 a.m., her package (a Bigger Bomb Bag) becomes part of the Curiosity Shop's merchandise. When you do stop the robbery, the Bigger Bomb Bag is replaced by another item, the All-Night Mask. The All-Night Mask is expensive (500 Rupees!) but you need it to complete a good deed for Anju's Grandmother.

The Reward: The Keaton Mask and the All-Night Mask.





Old Lady from the Bomb Shop

The Good Deed: Prevent Sakon the thief from stealing her package!

The Solution: Complete this fairly easy event the first night Link is freed from the Deku Mask's curse. Head over to the field in North Clock Town around midnight on Day One and you see the Old Lady from the Bomb Shop walking down the road. At 12:30, the thief, Sakon, steals her package and tries to run away with it. This is where you come in! Chase the thief and hit him with your sword, causing him to drop the package. After he's escaped, the Old Lady rewards you for saving her shop's new merchandise. You win the Blast Mask and the right to buy the Big Bomb Bag (the package's contents) on the following day at the Bomb Shop.

The Reward: The Blast Mask.



Romani

The Good Deed: Protect the cows of the Romani Ranch from "Them."

The Solution: To accomplish this good deed, you must be able to purchase and carry a Powder Keg as Goron Link. Use the Powder Keg to blow up the boulder blocking the path to Romani Ranch on Day One and then find Romani practicing her archery from 6 a.m. to 6 p.m. Take her test and learn Epona's Song (in effect regaining the use of your horse!) and then promise to help her defend the farm from alien invaders later that night. Return to the Ranch at 2 a.m. and keep the aliens from the barn (using your Bow) until after 5 a.m.

The Reward: A bottle of milk.



Cremia

The Good Deed: Protect Cremia's bottles of milk from thieves as she makes her Milk Run to Clock Town.

The Solution: This event comes to your attention once you've helped Romani defend the ranch from the aliens. Cremia, Romani's older sister and the ranch manager, is having problems with thieves breaking her bottles of milk. She's making another delivery to Clock Town on the Second Day at 6 p.m. and would like your company. Meet her at the barn at 6 p.m. on the Second Day and ride with her.

When the thieves come, use your Bow to keep them from getting too close to the wagon. If you survive the trip with at least one bottle intact, you'll get the Romani Mask as a reward.

The Reward: The Romani Mask.



Guru-Guru

The Good Deed: Listen to Guru-Guru's confession.

The Solution: Helping Guru-Guru is extremely easy. Look for him at the Laundry Pool between 6 p.m. and 6 a.m. on Nights One and Two (you can't miss the noise he makes) and talk with him. Afterward, you earn the Bremen Mask.

The Reward: The Bremen Mask.



Mr. Dotour

The Good Deed: Save Mayor Dotour from the stress of his long meetings.

The Solution: This is one of the more cryptic deeds you undertake. Remember that Mr. Dotour, Clock Town's mayor, is Madame Aroma's husband and Kafei's father. With that in mind, you should figure out that you need Kafei and Anju's Couple's Mask to complete Mr. Dotour's good deed. Wear it to one of his meetings at the Mayor's Residence (First and Second Days, 10 a.m.-8 p.m. and the Final Day 10 a.m.-6 p.m.) and you'll soon have him smiling.

The Reward: A Piece of Heart.



Madame Aroma

The Good Deed: Find her missing son, Kafei.

The Solution: Solving Madame Aroma's good deed requires you to complete most of the Anju and Kafei story line events. First, visit Madame Aroma on Day One or Day Two between 10 a.m. and 7 p.m. to get Kafei's Mask. Then, complete all of the Anju and Kafei events up to the point where you meet the Curiosity Shop Man and receive the Special Delivery to Mama. To win Madame Aroma's gratitude all you have to do is wait until after 10 p.m. on that Final Day and deliver the Special Delivery to her yourself at the Milk Bar, Latte (you need the Romani Mask to get in).

The Reward: Kafei's Mask, bottle of Chateau Romani.



Mr. Toto

The Good Deed: Help Mr. Toto perform a sound check at the Milk Bar, Latte.

The Solution: First, meet Mr. Toto, the famed manager of the Indigo-Go's, in Madame Aroma's parlor in the Mayor's Residence. To make his dreams come true, meet him between 10 p.m. and 5 a.m. on the First and Second Nights at the Milk Bar, Latte after you've gotten the Romani Mask and the three transformation masks (the Deku Mask, Goron Mask, and Zora Mask). Perform a sound check with him as all four characters and the beautiful music makes both Mr. Toto and the dour Circus Leader, Gorman, extremely happy.

The Reward: The Circus Leader's Mask.

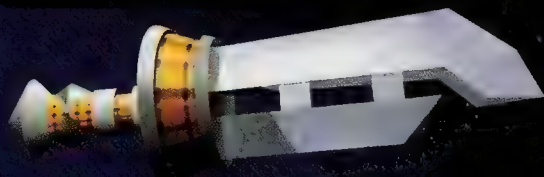


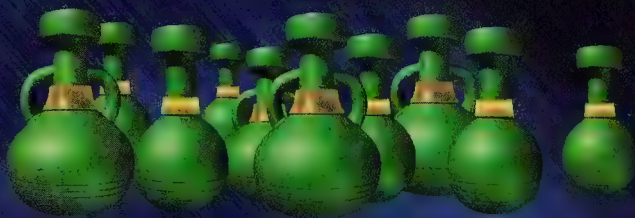
Gorman

The Good Deed: Put Gorman in a good mood.

The Solution: Very little makes Gorman, the Circus Leader, happy. However, if you perform a sound check with Mr. Toto at the Milk Bar, Latte as all four versions of Link on the first two Nights, the resulting sound cheers Gorman up immeasurably.

The Reward: The Circus Leader's Mask.





Postman

The Good Deed: Win the Postman's 10-second challenge and help him escape Clock Town.

The Solution: Helping the Postman is another multi-task event. First, talk to him in the Post Office on Day One or Day Two between 3 p.m. and 12 a.m. to take the 10-second challenge. Get the time exactly right and you'll win a Piece of Heart. Then, instead of taking the Special Delivery to Mama directly to Madame Aroma (see the Curiosity Shop Man description above), take it to the Postman to deliver on the Final Night (6 p.m.-5 a.m.) and wait for him outside the Milk Bar, Latte. Before he leaves town for good, he surrenders his Postman's Hat to you.

Reward: Piece of Heart, Postman's Hat.



Rosa Sisters

The Good Deed: Help the Rosa Sisters create a new dance for the Carnival of Time.

The Solution: Talking to the Rosa Sisters doesn't seem to do anything, so you need to find a new tactic. Talk to Kamaro, a mask-possessed dancer found on one of the stone mushrooms outside of the North Clock Town exit every Night between 12 a.m. and 6 a.m., and see if he can help. With the Kamaro's Mask on, dance (B) in front of the Rosa Sisters in West Clock Town between 6 p.m. and 6 a.m. on the First and Second Nights and success is yours!

The Reward: A Piece of Heart.



Person Living in the Inn's Restroom

The Good Deed: Give the poor hand some paper!

The Solution: A strange hand appears in the Stock Pot Inn on all three Nights between 12 a.m.-6 a.m. Talk to it and it requests a piece of paper. Give it a Land Title Deed or a letter and you'll get a prize in return. If you complete this event before you get the Bombers' Notebook, all you have to do is talk to the hand later and your success is recorded in the notebook automatically.

The Reward: A Piece of Heart.



Kamaro

The Good Deed: Release him from his spell!

The Solution: In the dark of night (12 a.m.-6 a.m. on all three Nights), you can find this dancer on one of the stone mushrooms outside of Clock Town's North entrance dancing in the moonlight. Play the Song of Healing for him and learn his dance. You can then teach it to others by wearing the mask he gives you and pressing (B).

The Reward: Kamaro's Mask.



Anju's Grandmother

The Good Deed: Listen to Anju's grandmother's stories without falling asleep!

The Solution: This event sounds simple, but it's one of the last events you can complete. The stories that Anju's Grandmother tells you are extremely boring and put you right to sleep. So, you need to find something to help you stay awake, such as an All-Night Mask. Buy one at the Curiosity Shop (see the Curiosity Shop Man entry above) and then listen to both of her stories. Answer the questions correctly and she gives you a reward each time.

The Reward: Two Pieces of Heart (one for each story).



Grog

The Good Deed: Help him see his chicks grow up into Cuccos before the end of the world.

The Solution: Do this event at the start of the game, once you are turned back into normal Link. First, get the Bremen Mask from Guru-Guru on one of the first two Nights in the Laundry Pool Area (SW corner of Clock Town). Then, on the Final Day, head over to Milk Road and the Romani Ranch where you find the Cucco Shack. Put on the Bremen Mask and walk around the shack while pressing (B). This activates the mask's strange power to attract animals and make them grow up in the blink of an eye. Collect all 10 chicks to make Grog's wish come true.

The Reward: The Bunny Hood.



Gorman Bros.

The Good Deed: Defeat them in a horse race.

The Solution: We're not sure if beating the strange Gorman Bros. in a race really counts as a good deed, but you need to do it nonetheless. Visit them on any Day between 6 a.m. and 6 p.m. once you've gotten Epona back and take their challenge. If you can beat them, you get an important mask. By the way, the fact that the Crema Milk Run event shows up on their schedule should give you a good idea of who the Milk Thieves in town are.

The Reward: The Garo's Mask.



Shiro

The Good Deed: Help Shiro, the inconspicuous soldier, get his strength back.

The Solution: On the Road to Ikana, you find a ring of stones that needs closer inspection. Pull out your Lens of Truth and you find Shiro. Shiro has a special mask that makes him invisible to almost everyone and everything. If you bring him a Red Potion and nurse him back to health, he gives that mask to you. Shiro appears in this location (you need Epona's help to get there) 24 hours a day, every day.

The Reward: The Stone Mask.





THE COMPLETE LIST OF ITEMS

Weapons and Equipment

The weapons and equipment located on the Quest Status Subscreen include Link's Sword, Shield, Quiver, and Bomb Bag. All of these items can be upgraded as you progress through the game. There are two upgrades each for Link's Sword, Quiver, and Bomb Bag. Upgrades to the Kokiri Sword increase the power of Link's attacks, while upgrades to the Quiver and Bomb Bag increase the number of arrows and bombs that Link can carry with him. Link's Hero's Shield can be upgraded to the Mirror Shield, which allows you to defend against almost all attacks and reflects light onto other surfaces.

SWORDS

Item Name	Location Found	Notes
Kokiri Sword	Default Sword	This is Link's basic sword.
Razor Sword	Blacksmith in Snowhead	For 100 Rupees, you can upgrade the Kokiri Sword temporarily to the Razor Sword. This upgrade lasts for 100 hits, reverting to a Kokiri Sword afterward. To upgrade it, you must leave your sword with the Blacksmith for a full day. The Razor Sword does 2x more damage than the Kokiri Sword.
Gilded Sword	Blacksmith in Snowhead	To upgrade the Razor Sword to the Gilded Sword (which is a permanent upgrade), you must acquire a bottle of Gold Dust by winning at the Goron Racetrack. This upgrade also takes a day to complete, during which you have no sword. The Gilded Sword does 3x more damage than the Kokiri Sword.

SHIELDS

Item Name	Location Found	Notes
Hero's Shield	Default Shield	Allows you to defend against many attacks. Press [A] to make Link raise his shield.
Mirror Shield	Beneath the well	Allows you to defend against most attacks. You can also use the Mirror Shield to reflect light onto certain surfaces, allowing you to trigger Sun Switches and Sun Blocks.

QUIVERS

Item Name	Location Found	Notes
Quiver	Woodfall Temple	You receive this when you find the Hero's Bow in the Woodfall Temple. It holds 20 arrows.
Big Quiver	Clock Town, Swamp Shooting Gallery	Prize for beating the highest score in the Town Shooting Gallery and for a perfect score in the Swamp Shooting Gallery. It holds 40 arrows.
Hugest Quiver	Clock Town, Swamp Shooting Gallery	Prize for beating the highest score. It holds up to 50 arrows.

BOMB BAGS

Item Name	Location Found	Notes
Bomb Bag	Bomb Shop	Purchase this basic bag for 50 Rupees from the Bomb Shop in Clock Town. It holds 20 bombs.
Bigger Bomb Bag	Bomb Shop	If you prevent Sakon from stealing this from the Old Lady on the First Night (12:30 a.m. in North Clock Town), you can buy it for 90 Rupees at the Bomb Shop on the following day. If you fail to prevent the robbery, you can buy it at the Curiosity Shop for the same price. This bag holds up to 30 bombs.
Biggest Bomb Bag	Akindo Nut in Snowhead	For 200 Rupees, you can trade your Big Bomb Bag in for the Biggest Bomb Bag. This bag holds up to 40 bombs.

© Unit Items

The items in this table are found on the Select Item Subscreen and must be assigned to one of the © buttons on your controller. Once an item is assigned to a © button, you can press the appropriate button to use the item. For some items, such as the Hero's Bow and the bomb items, press © once to activate the item (i.e., light a bomb or take out the bow) and then again to use the item (i.e. throw the bomb or aim and fire an arrow).

Once you have acquired one of these items, you can use it throughout the game regardless of how many times you restart time. However, supplies for multi-use items requiring ammunition, such as the Hero's Bow and the bottles, or items that are single-use weapons, such as bombs, Deku Nuts, etc., must be refilled whenever you go back in time. You can easily find supplies out in the wild, through defeating enemies or cutting down patches of long grass. Otherwise, purchase them in stores.



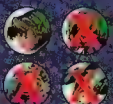
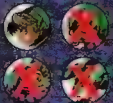
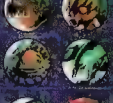
© BUTTON ITEMS

Item Name	Location Found	Uses	© Buttons
Bomb*	Stores, treasure chests, patches of grass, defeated enemies	Used to blow up boulders, cracks in walls, etc. Can also be used against certain enemies.	   
Bomb Gun*	Stores, treasure chests	Motorized bombs used to destroy targets on walls, ceilings, and in tricky locations.	   
Bottle	Milk Bar, Lette; Magic Hags' Potion Shop; Romani Ranch; Waterfall Rapids; Goron Racetrack; Baria Graveyard	Reusable storage container that can be filled with Spring Water, Hot Spring Water, bugs, fish, Poes, Big Poes, Deku Princesses, Zora Eggs, milk, Chateau Romani, Fairies, Red, Green, and Blue Potions, Fragrant Magic Mushrooms, Gold Dust, and Seahorses.	   
Deku Nut	Stores, treasure chests, patches of grass, defeated enemies	When thrown at an enemy, it emits a bright flash of light, temporarily blinding the opponent. Deku Link uses these as ammo while hovering in the air.	   
Deku Stick	Stores, treasure chests, patches of grass, defeated enemies	This easily broken weapon is best used as a torch for lighting fires.	   
Fire Arrow	Snowhead Temple	Used to melt ice and light torches, each arrow uses 2MP on your Magic Power gauge.	   

*You must purchase a Bomb Bag to use these items.



© BUTTON ITEMS (continued)

Item Name	Location Found	Uses	
Great Fairy's Sword	Great Fairy Fountain in Ikana Canyon (requires that you rescue the 15 Fairies lost in the Stone Tower Temple)	This giant sword inflicts 4x the damage of the Kokiri Sword.	
Hero's Bow	Woodfall Temple	This bow fires both normal arrows and two 3 types of magical arrows found in the remaining temples.	
Hookshot	Gerudo Fortress	A high-tech hook on a retractable chain. The laser sight allows you to determine whether or not you can reach your target with the Hookshot.	
Ice Arrow	Great Bay Temple	Used to freeze water and some enemies. Can also be used to create temporary icebergs in the water. Uses 2MP per use.	
Lens of Truth	Mountain Village in Snowhead	Used to reveal invisible platforms, monsters, and treasure chests. Uses 1MP for every 5 seconds of use.	
Light Arrow	Stone Tower Temple	Used to trigger Sun Switches and melt Sun Blocks. In battle, these arrows may stun certain enemies. Every arrow costs 4MP.	
Magic Beans	Swamp Akindo Nut, Man in Hidden Hole in the Deku Palace Gardens	When planted in special patches of earth and watered, these beans turn into large, floating platforms.	
Ocarina of Time	Steal this back from the Skull Kid on the Final Night on the top of the Clock Tower.	Used to play songs that have a variety of effects. The instrument Link uses changes depending upon his form. For example, Link carries an Ocarina, Deku Link carries a portable pipe organ, Goron Link carries a set of bongos, and Zora Link carries a guitar.	
Pictograph Box	Tourist Information in Woodfall	Used to take pictures of specific characters for other specific characters. It can only hold a single picture in memory.	
Powder Keg**	Big Goron near the Goron Shrine, Goron in Bomb Shop	Larger, heavier, and more powerful version of the bomb. Only Goron Link can purchase this item and you can only carry one at a time. Used to blow up giant boulders and other areas that are not effected by bombs.	

**You must undergo Powder Keg Training from the Big Goron in Snowhead to use this item.





Event-Related Items

On the right side of the Select Item Subscreen is a section reserved for Event-related items only. This is where items used in some of the mask-related events are stored until handed over to their intended recipients or until you reset time. These items are yours temporarily and can only be used in specific situations.

Item Name	Location Found	Uses
Land Title Deed	Clock Town	Used as a source of paper in the Stock Pot Inn or to grant ownership of the yellow Deku Flower in Clock Town.
Letter to Kafel	Stock Pot Inn	Get it from Anju to find out information about Kafel's whereabouts.
Moon's Tear	Astral Observatory	A pretty gem that makes a great gift!
Mountain Title Deed	Snowhead	Used as a source of paper in the Stock Pot Inn or to grant ownership of the Deku Flower outside of the Goron Village.
Ocean Title Deed	Great Bay	Used as a source of paper in the Stock Pot Inn or to grant ownership of the Deku Flower in Zora Hall.
Pendant of Memories	Clock Town	Give this to Anju as proof of Kafel's intentions.
Room Key	Clock Town	Get this from Anju at the Stock Pot Inn when you say that you do have a reservation.
Special Delivery to Mama	Clock Town	Give this to the Postman or to Madame Aroma herself.
Swamp Title Deed	Southern Swamp	Used as a source of paper in the Stock Pot Inn or to grant ownership of the Deku Flower outside the Tourist Information Hut.

Other Items

The final set of items you can pick up in the game, namely the wallets, is not listed on any of the sub-screens. Which of the three wallets Link carries is marked on the game screen by a color coded Rupee. Green for the Child's Wallet, blue for the Adult's Wallet and red for the Giant Wallet. The larger the wallet, the more money you can carry with you.



Item Name	Location Found	Uses
Child's Wallet	Child's Wallet	Carries up to 99 Rupees.
Adult's Wallet	Begin with 200 Rupees or more at the Clock Town Bank.	Carries up to 200 Rupees.
Giant Wallet	Find all 30 Golden Skulltulas in the Oceanside Spider House in Great Bay before the end of the first day.	Carries up to 500 Rupees.



PIECES OF HEART

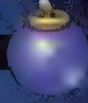
If you've played any of the previous *Zelda* games, you're already familiar with the Piece of Heart system. Link's Health Meter is expressed in Heart Containers. A complete Heart Container is created when you find four Pieces of Heart. Because complete Heart Containers are awarded only for defeating a Boss in the cursed Temples found in each of Termina's four regions, you need to find 52 Pieces of Heart to collect the remaining 13 Heart Containers. This is an unusually high number of Pieces of Heart for a *Zelda* game (due to the small number of dungeons in the game), but the quest to find them all just makes this game more fun!

Pieces of Heart are given away as prizes in minigames and when you complete certain tasks or perform certain stunts. Many Pieces of Heart are easy to find and some are extremely difficult. However, because there are many different ways to earn Pieces of Heart, you should easily get at least half of them. If you are a whiz at minigames, you'll have no problem getting all of the Pieces of Heart awarded for perfect scores. If you love performing a good deed, look to the events in the Bombers' Notebook for opportunities to win Pieces of Hearts by helping others. Exploring Termina thoroughly can also reward you with Pieces of Heart. Check out the Hidden Holes, lofty perches, and other hard-to-reach locales.

NOTE

The Pieces of Heart are presented here in the following way. First they are grouped by region (e.g., Clock Town, Termina Field, etc.) and then organized in roughly the order you can pick them up. Recommended equipment is noted, as well as a brief explanation. If you want further information or a screenshot, turn to the page listed and look in the map section of the guide. One caution: The numbers given to the Pieces of Heart are not meant to indicate the order in which you should find them.

CLOCK TOWN

Location	Equipment	Explanation	Page
 1	Clock Tower	Give the Moon's Tear to the Akindo Nut to use the Deku Flower by the Clock Tower.	19
 2	Stock Pot Inn	Give the Land Title Deed (or any other piece of paper) to the hand in the Toilet.	26
 3	Deku Nut Playground	  Get a perfect score all three days in a row.	21
 4	North Clock Town	Jump to the tree.	21
 5	Post Office	As Link, talk to the Postman and win his 10-second challenge.	23
 6	Swordsman's School	 Get a perfect score on the second event using jump attacks only!	23
 7	Honey & Darling's Shop	 Get a perfect score all 3 days in a row—the contest changes every day.	27
 8*	North Clock Town	 Wearing the Keaton Mask, disturb the ring of living bushes and then answer the Keaton's questions correctly.	21, 53

* Heart 8 can also be obtained on Milk Road or in the Snowhead Area, by wearing the Keaton Mask in a ring of living bushes. Once you get one Piece of Heart, you cannot get more at the other locations.

9	West Clock Town		Dance in front of the Rosa Sisters (First and Second Night only) wearing the Kamato's Mask.	23
10	Mailbox		Wearing the Postman's Cap, look into any Mailbox in Clock Town.	27
11	Town Shooting Gallery		Get a perfect score.	27
12	Treasure Chest Shop		Buy a ticket as Goron Link, then reach the treasure chest within the time limit.	27
13	Bank		Save 5,000 or more Rupees.	23
14	Stock Pot Inn		Wearing the All-Night Mask, listen to Anju's Grandmother's 1st story and answer the question correctly.	27
15	Stock Pot Inn		Wearing the All-Night Mask, listen to Anju's Grandmother's 2nd story and answer "I dunno."	27
16	Mayor's Residence		Wear the Couple's Mask during the mayor's meeting.	27

TERMINA FIELD

17	Outside Astral Observatory		Talk to the Akindo Nut in Clock Town, then look through the telescope and witness him entering a Hidden Hole near the Observatory. Purchase for 100 or 150 Rupees.	30
18	Hidden Hole outside Milk Road		Defeat the Pea Hat (Day only).	30
19	Hidden Hole outside Snowhead Area		Defeat the two Dodongos.	30
20	Outside the Great Bay fence		Defeat the two Big Deku Babas and shoot down the beehive containing the Piece of Heart.	31
21	4 Gossip Stone Holes		Change the 4 Gossip Stones at each Hidden Hole to the same color.	31

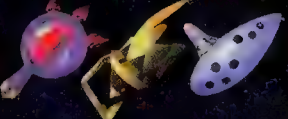




WOODFALL

	Location	Equipment	Explanation	Page
22	Road to Southern Swamp		Clear your path of Bad Bats, then climb the vines to the top of the tree.	38
23	Tourist Information		Trade the Land Title Deed to the Akindo Nut outside the Tourist Information hut for use of its Deku Flower, then launch to the Piece of Heart on the roof.	41
24	Tourist Information		Submit a picture of the Deku King in the Photography Contest before clearing Woodfall Temple.	41
25	Deku Palace		Search for this in the NW corner of the Palace Gardens.	43
26	Woodfall		Find this on an island to the left of the entrance.	44
27	Swamp Shooting Gallery		Get a perfect score after you win the Bigger/Biggest Quiver.	38
28	Boat Cruise		Rescue Koume (the hag in the woods) and clear Woodfall Temple. Then, score 20 or higher in Koume's new Boat Cruise game.	41

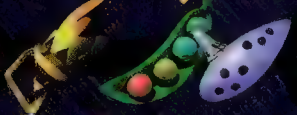
SNOWHEAD

29	Goron Village		Trade the Swamp Title Deed to the Akindo Nut in the Goron Village area for the use of its Deku Flower, then launch yourself to the Piece of Heart on the shelf above.	57
30	Twin Islands		Once you clear Snowhead Temple, swim to this chest in the Twin Islands area.	55
31	Snowhead		On the path to the Snowhead Temple, after the 2nd set of gates, look for a solitary platform. Use the Lens of Truth to reveal some invisible platforms, then summon the Scarecrow with the Scarecrow's Song and hookshot over to the Piece of Heart.	59
32	Mountain Village		After clearing Snowhead Temple, use the Don Gero's Mask to call together the 5 singing frogs (found in Clock Town, Woodfall Temple, Southern Swamp, Great Bay Temple, and Mountain Village).	53

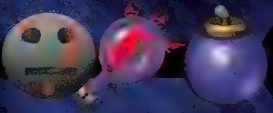
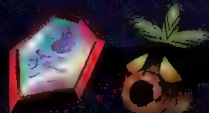
ROMANI RANCH

33	Doggie Racetrack	 	Get on the fastest dog (using the Mask of Truth to figure out each dog's state of mind). When you win more than 150 Rupees, you get the Piece of Heart.	34
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GREAT BAY

34	Marine Research Lab		Feed 4 bottles of fish to the fish kept in the aquarium by the door.	70
35	Zora Cape		Defeat the Like Like at the bottom of the waterfall's basin.	78
36	Zora Hall		Read Mikau's Journal in his loft, then jam with Japas next door. Play the results of the jam session for Evan as Link.	80
37	Zora Hall		Trade the Mountain Title Deed to the Akindo Nut in Lulu's Room in return for use of its Deku Flower. Launch to the Piece of Heart on the ledge above.	80
38	Gerudo Fortress Sewers		In the underwater passage into Gerudo's Fortress, break the barrels covering the switch to the locked cage as Goron Link. Step on the switch, then dash (as Link) or roll into the cage to get the Piece of Heart.	73
39	Pinnacle Rock		Trade the shopkeeper a picture of a Gerudo Pirate for the Golden Seahorse. Defeat all 8 Deep Pythons at Pinnacle Rock, then release the Seahorse when its mate appears.	76
40	Waterfall Rapids		After winning a bottle from the Beaver Bros., challenge them a second time to win this Piece of Heart.	78
41	Cliffs by Gerudo Fortress entrance		Use the Hookshot pillar closest to the wall separating Great Bay from the Gerudo's lagoon. Plant a Magic Bean to travel to the next platform, then summon the Scarecrow with the Scarecrow's Song to hookshot over to the Piece of Heart.	70
42	Oceanside Spider House		Use the Captain's Hat to talk to the six Stalchildren, then shoot the colored shields in the order they give you.	71
43	Jump Contest		After clearing the Great Bay Temple, travel by boat to the 5 islands in the northern part of Great Bay (across from the entrance to Pinnacle Rock). Get 20 points or more to win the game and the Piece of Heart.	71

IKANA

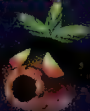
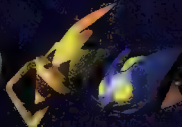
44	Ikana Graveyard		Use the Captain's Hat on the Second Night to get the Stalchildren to move the gravestone. Inside, use the Lens of Truth to uncover a hidden passage. Defeat the Iron Knuckle to win the Piece of Heart.	91
45	Ikana Canyon		Use the Garo Mask to enter Ikana Canyon, then trade the Ocean Title Deed to the Akindo Nut across from Sakon's Hideout for use of its Deku Flower. Launch over to the Piece of Heart across the river.	93
46	Ghost Hut		Use the Garo Mask to enter Ikana Canyon and hookshot over to the village. Defeat the 4 Poe Sisters (Amy, Beth, Jo, and Meg) in the time allotted to win the Piece of Heart.	93
47	Ancient Castle of Ikana		Use the Mirror Shield to enter the palace grounds. Take the door to the left of the entrance and climb to the top of the palace. Hit the crystal switch with an arrow, then use the Deku Flowers on the pillars to launch yourself over to the Piece of Heart.	99
48	Secret Shrine		Use the Light Arrows to enter the Secret Shrine, then defeat the enemies inside to win the Piece of Heart.	93



NOTE

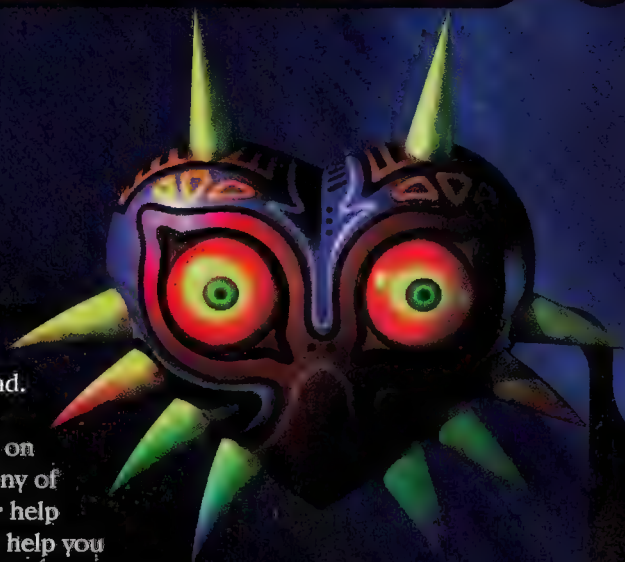
Don't forget! You begin the game with three Heart Containers and receive an additional Heart Container when you first defeat each of the Bosses in the four major dungeons (Woodfall, Snowhead, Great Bay, and Stone Tower Temples).

MOON DUNGEONS

Location	Equipment	Explanation	Page
49 Deku Nut Dungeon	 	Use the 4 Remains Mask and the Oath to Order to enter the Moon, then find the Piece of Heart in the mini-dungeon.	55
50 Goron Dungeon	 	Use the 4 Remains Mask and the Oath to Order to enter the Moon, then find the Piece of Heart in the mini-dungeon.	55
51 Zora Dungeon	 	Use the 4 Remains Mask and the Oath to Order to enter the Moon, then find the Piece of Heart in the mini-dungeon.	55
52 Link Dungeon	 	Use the 4 Remains Mask and the Oath to Order to enter the Moon, then find the Piece of Heart in the mini-dungeon.	55

MASKS

Majora's Mask is a fable about masks and how we use them to disguise ourselves and our true natures for both good and bad. As a result, one of your tasks in this adventure is to collect as many of the game's 24 masks as you can before you try to take on the Skull Kid and Majora's Mask at the end of the Final Day. Many of these masks are extremely powerful and enhance your skills or help you through a difficult task. Others are merely ornamental and help you complete specific tasks in your Bombers' Notebook when you wear them while talking to certain people. When you manage to find 23 masks before you enter the Moon (the final dungeon!), you win the ultimate mask! The power behind that mask definitely is worth the time it takes to find the others!



All-Night Mask

Location:
Clock Town (Curiosity Shop)

Requirements:
Giant Wallet and 500 Rupees

How to Get:

1. First Night: For Sakon's attempt to rob the Old Lady of the Bomb Shop, which takes place at 12:30 a.m. in North Clock Town.
2. Final Night: Purchase All-Night Mask at the Curiosity Shop for 500 Rupees. The Curiosity Shop is in West Clock Town and opens at 10 p.m.

Properties:

This mask keeps the wearer from feeling sleepy. Use it to stay awake when listening to the stories of Agni & Grandmother.



Blast Mask

Location:
Clock Town (North Clock Town)

Requirements:
Must be Link

How to Get:

First Night (12:30 a.m.): Prevent Sakon from robbing the Old Lady from the Bomb Shop's package. You receive the Blast Mask as a reward and you can purchase the Bigger Bomb Bag the following day at the shop.

Properties:

The Blast Mask is basically a bomb strapped to Link's face. To activate the bomb by pressing **B**, you have to wait for the bomb to reload after using it.



Bremen Mask

Location:

Clock Town (Laundry Pool)

Requirements:

Must be Link

How to Get:

First or Second Night (6 p.m.-6 a.m.): Speak to Guru-Guru as he practices in the Laundry Pool area (SW corner of Clock Town).

Properties:

The Bremen Mask makes talking animals happy. You can't want to grow taller, but you can want it to become 12. Use this to fulfill Grog's wish at the Cucco Shack in Romani Ranch.



Couple's Mask*

Location:

Clock Town (Stock Pot Inn, Employees Only Room)

Requirements:

Goron's Mask, Hookshot, Epona's Song

How to Get:

1. First Day (10 a.m.-8 p.m.): Get the mask from Maco in the Avenue at the Mayor's Residence. 2. First Day (11:00 p.m.-4:10 p.m.): Get the Key from Anju at the Stock Pot Inn. Show her Kafel's Mask to set up a meeting. 3. First Night (12 a.m.-6 a.m.): Meet with Anju, get Letter to Kafel. 4. Second Day (6 a.m.-9 a.m.): Put the Letter to Kafel in a Mailbox. 5. Second Day (3:30 p.m.-10 p.m.): After the Postman delivers the Letter to Kafel, speak with him in the Curiosity Shop's Back Room (enter through door in the Laundry Pool area). Get the Pendant of Memories. 6. Second Night (5 p.m.-9 p.m.): Give the Pendant of Memories to Anju at the Stock Pot Inn. 7. Final Day (1 p.m.-10 p.m.): Talk with the Curiosity Shop Owner to find out where Kafel has gone. 8. Final Night (6 p.m.-7 p.m.): Meet Kafel at Sakon's Hideout in Ikana Canyon. Complete event. 9. Final Night (4 a.m.-6 a.m.): Meet Anju and Kafel in the Employee's Only room of the Stock Pot Inn.

Properties:

The Couple's Mask is used to fulfill Detour's entire in Bombers' Notebook. Wear it during his meetings on the First and Second Day to remind him of marriages and other happy events.



Bunny Hood

Location:

Romani Ranch (Cucco Shack)

Requirements:

Bremen Mask

How to Get:

Final Day (6 a.m.-6 p.m.): Go to Romani Ranch and speak with Grog in the Cucco Shack. Walk around the yard wearing the Bremen Mask until all 10 chicks are following you (continue pressing ○). Note: You can visit Grog on the First or Second Days after you have the ability to carry and use Power Keys.

Properties:

The Bunny Hood increases Link's speed and the length of his jumps. It is a very handy mask to have throughout the game.



Captain's Hat

Location:

Ikana (Ikana Graveyard)

Requirements:

Epona, Sonata of Awakening, Hookshot, Bow

How to Get:

Play the Sonata of Awakening in front of the Sleeping Skull Keaton. When he awakes, use your Bow (Fire Arrows work well) to blow him down until you can reach him and engage him in battle. When you win, he gives you access to a chest containing the Captain's Hat. Use the Hookshot to cross over to it.

Properties:

The Captain's Hat lets you communicate with Stalfos. It also lets you pass by Beldas without being noticed.

You will be unable to get this mask if you complete the Sakon Burglary event on the First Night at 12:30 a.m. in North Clock Town.



Deku Mask

Location:

Clock Town (beneath the Clock Tower)

Requirements:

Ocarina of Time

How to Get:

Once you've completed the event of the first cycle of days and received your Ocarina of Time, reset time and visit the Happy Mask Guy beneath the Clock Tower to learn how to uncurse masks.

Properties:

The Deku Mask allows Link to morph into Deku Link.



Circus Leader's Mask

Location:

Clock Town (Milk Bar, Latte)

Requirements:

Deku, Goron, Romani's, and Zora Masks

How to Get:

First or Second Night (10 p.m.-5 a.m.): Use Romani's Mask to enter the Milk Bar, Latte. Perform the stand check with Toto as Link, Deku Link, Goron Link, and Zora Link.

Properties:

The Circus Leader's Mask is an odd mask. The other two are the Goron's Mask and the Zora's Mask. When you wear this mask during the Milk Bar event with Romani, Rapaht's Frenzy (Second Night at 7 p.m.), it prevents the brothers (the Milk Thieves) from attacking.





Don Gero's Mask

Location:

Snowhead (Mountain Village)

Requirements:

Goron Mask, Rock Sirloin

How to Get:

Put the Elder Goron's son to sleep with the Goron Lullaby, then visit all of the Gorons in the Goron Shop using a Delya Staff. Break the pole of the large chandelier using the Goron. Jump until you find the Rock Sirloin hidden inside. As Goron Link, carry the Rock Sirloin to the starving Goron on the ledge across from the Blacksmith's Cabin in the Mountain Village area and toss it to him.

Properties:

The Don Gero's Mask gives Link the power to communicate with the Gorons, including Don Gero's choir. Get them all to gather in Snowhead once Spring has come (caused by clearing Snowhead Temple).



Gibdo Mask

Location:

Ikana (Ikana Canyon)

Requirements:

Captain's Hat, Song of Storms, Garo's Mask, Hookshot

How to Get:

1. Use the Song of Storms to lure Sharp as he runs with the dethia well. Then lure him back to the again, getting rid of the Gibdo outside. 2. Try to enter the Mask Shop House without being seen by Pamela. 3. Find Pamela's father, a Gibdo (he's the half-Gibdo) and play the Song of Healing to uncure him.

Properties:

The Gibdo Mask allows you to communicate with Gibdos. It also allows you to pass by Gibdo and Red dead without being noticed.



Fierce Deity's Mask

Location:

Moon

Requirements:

All 23 masks, 4 Remains Masks

How to Get:

Collect all 23 masks and give them to the children in the Moon.

Properties:

The Fierce Deity's Mask transforms Link into his ultimate form during boss battles.



Goht's Remains' Mask

Location:

Snowhead Temple

Goht's Remains' Mask is awarded as proof that you've defeated Goht and cleared the Snowhead Temple. You cannot use this mask.



Goron Mask

Location:

Snowhead (Mountain Village)

Requirements:

Lens of Truth, Song of Healing

How to Get:

1. After getting the Lens of Truth, use it to follow the ghost of Darmani to his tomb in the Goron Graveyard (located at the top of the mountain accessed by an invisible ladder). 2. At the tombstone, play the Song of Healing to get the mask.

Properties:

The Goron Mask allows Link to morph into Goron Link.



Garo's Mask

Location:

Romani Ranch (Gorman Racetrack)

Requirements:

Epona, Rupees

How to Get:

All Days (6:00 a.m. to 6:00 p.m.): Race against the Gorman Brothers' children.

Properties:

The Garo's Mask allows you to enter Ikana Canyon. It also allows Garo to communicate with you. If you don't have anyone you're hiding, this mask anyone you're hiding.



Giant's Mask

Location:

Stone Tower Temple

Requirements:

Light Arrows, Hookshot

How to Get:

Acquire the Giant's Mask in a treasure chest outside the Boss Room in the Stone Tower Temple.

Properties:

The Giant's Mask allows you to talk to a giant. The giant can be used in the Stone Tower Temple to reach the Tower's top.



Great Fairy's Mask

Location:

Clock Town (Great Fairy Fountain)

Requirements:

Must be Link

How to Get:

After you return to the town of Clock Town, wait until the first cycle of day and night. Link will capture the missing Fairy in Clock Town and return it to the Great Fairy Fountain.

Properties:

The Great Fairy's Mask allows you to communicate with a missing Fairy. It also allows you to communicate with the Great Fairy. It also allows you to communicate with the Great Fairy.



Gyorg's Remains' Mask

Location:
Great Bay Temple

Gyorg's Remains' Mask is awarded as proof that you've defeated Gyorg and cleared the Great Bay Temple. You cannot use this mask.



Majora's Mask

Location:
Moon

Certain events within the game may make you believe that you will eventually acquire Majora's Mask, but this is not the case. Majora's Mask is an evil entity that you confront as the game's final Boss. Look to the sealed section for more information.



Kafei's Mask

Location:
Clock Town (Mayor's Residence)

Requirements:
Must be Link

How to Get:

First and Second Days (10:00 a.m.-8 p.m.): Talk with Madame Aroma in the Mayor's Residence and accept her request to find her son, Kafei.

Properties:

The Kafei's Mask helps you get information about Kafei's whereabouts.



Mask of Scents

Location:
Woodfall (Deku Shrine)

Requirements:
Bow, Bunny Hood

How to Get:

After you've cleared the Woodfall Temple and returned the Deku Princess to her father, visit the Deku Shrine on the left side of the palace (follow the Lily path there). Follow the Deku Butler to the end of the course before time runs out to get this mask.

Properties:

The Mask of Scents allows you to sniff out odorous items, such as the Magical Seedrooms and the Hags, Koume and Kotake, need to create their Blue Potion.



Kamaro's Mask

Location:
Termina Field (north end)

Requirements:
Must be Link, Song of Healing

How to Get:

All Nights (12:00 a.m.-5 a.m.): Look for the dancing man on top of one of the mushroom stones near the entrance to Snowhead on Termina Field. Speak with the dancer and play the Song of Healing to release him.

Properties:

The Kamaro's Mask lets you dance with Kamaro when you press B. Wear the mask from at the Rose Sisters on the First and Second Night.



Mask of Truth

Location:
Woodfall (Swamp Spider House)

Requirements:
Goron Mask, Deku Mask, Bow, 2 Magic Beans, Bottle

How to Get:

Second and Final Days: Find and free the Golden Masked as to free the cursed man at the entrance. You get the Mask of Truth only if you complete this task on either the Second or Final Day.

Properties:

The Mask of Truth allows you to communicate with ghosts and Gossip Stones.



Keaton Mask*

Location:
Clock Town (Laundry Pool)

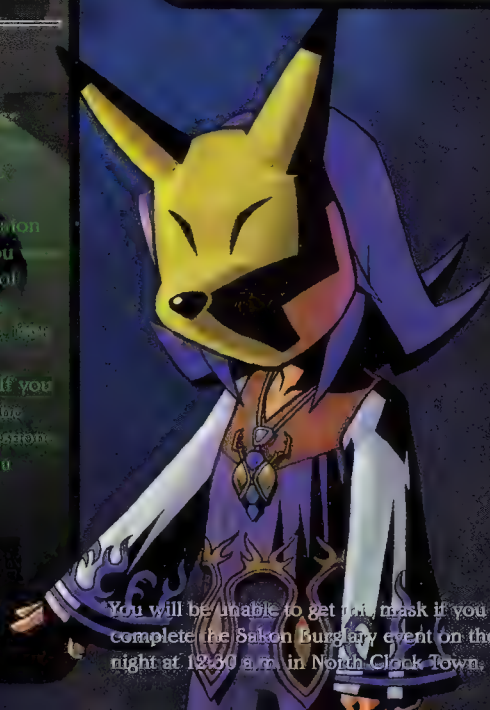
Requirements:
Must be Link

How to Get:

1. First Day (10:00 a.m.-8 p.m.): Get Kafei's Mask from Madame Aroma at the Mayor's Residence. 2. First Day (1:50 p.m.-4:10 p.m.): Get the Room Key from Anju at the Stock Pot Inn. Show her Kafei's Mask to set up a meeting. 3. First Night (12 a.m.-6 a.m.): Meet with Anju, get Letter to Kafei. 4. Second Day (6 a.m.-9 a.m.): Put the Letter to Kafei in a Mailbox. 5. Second Day (3:30 p.m.-10 p.m.): After the Postman delivers the Letter to Kafei, speak with him in the Curiosity Shop's Back Room (enter through door in the Laundry Pool area). Get the Pendant of Memories. 6. Second Night (5 p.m.-9 p.m.): Give the Pendant of Memories to Anju at the Stock Pot Inn. 7. Final Day (1 p.m.-10 p.m.): Talk with the Curiosity Shop Owner to find out where Kafei has gone. Get the Keaton Mask from him.

Properties:

When you wear the Keaton Mask, you can summon the infamous Keaton whenever you press B in a circle of living bushes. Use the mask on the Road, and Snowhead. If you can answer the Keaton's questions, you may get a reward.



You will be unable to get this mask if you complete the Sakon Burglary event on the First night at 12:00 a.m. in North Clock Town.



Odolwa's Remains' Mask



Location:

Woodfall Temple

Odolwa's Remains' Mask is awarded as proof that you've defeated Odolwa and cleared the Woodfall Temple. You cannot use this mask.

Postman's Hat*



Location:

Clock Town (East Clock Town)

Requirements:

Must be Link

How to Get:

1. First Day (10 a.m.-5 p.m.): Go to Kafei's Mail Room (located behind the Haystack Restaurant). 2. First Day (11:30 p.m.-4:10 p.m.): Get the Red Pot from Anju at the Stock Pot Inn. 3. First Night (12 a.m.-6 a.m.): Meet with Anju, get Letter to Kafei. 4. Second Day (6 a.m.-9 a.m.): Put the Letter to Kafei in a Mailbox. 5. Second Day (3:30 p.m.-10 p.m.): After the Postman delivers the Letter to Kafei, speak with him in the Curiosity Shop's Back Room (enter through the door in the Laundry Pool area). Get the Pendant of Memories. 6. Second Night (5 p.m.-9 p.m.): Give the Pendant of Memories to Anju at the Stock Pot Inn. 7. Final Day (1 p.m.-10 p.m.): Talk with the Curiosity Shop Owner to find out where Kafei has gone. Get the Special Delivery to Mama from him. 8. Final Night (6 p.m.-5 a.m.): Give the Special Delivery to Mama to the Postman. Meet him outside the Milk Bar Latte once he's delivered it to get the Postman's Hat.

Properties:

This is a Hat. You never know you'll find inside.



Romani's Mask



Location:

Romani Ranch

Requirements:

Twilight, Keg, Bow

How to Get:

1. First Night (12 a.m.-5:10 a.m.): Protect the Romani and the cow bottle the barn from the alien invaders with your Bow. 2. Second Night (7 p.m.-10 p.m.): Ride with Crema to Clock Town on the Milk Run. Protect the bottles of milk from the thieves with your bow. If you make it to town with at least one bottle left, you win the Romani's Mask.

Properties:

The Romani's Mask allows you to enter the Milk Run at night.

Stone Mask



Location:

Ikana

Requirements:

Epona, Lens of Truth, Red Potion

How to Get:

On the Road to Ikana, look for a ring of stones to the right of the entrance to the Ikana Canyon. With the Lens of Truth you can see a wounded soldier. Give him the Red Potion and you get the Stone Mask.

Properties:

The Stone Mask makes Link completely inconspicuous, making it easy to pass through the fortress without notice. This mask is a must for getting through the Gerudo Fortress!

Twinmold's Remains' Mask



Location:

Stone Tower Temple

Twinmold's Remains' Mask is awarded as proof that you've defeated Twinmold and cleared the Stone Tower Temple. You cannot use this mask.

Zora Mask



Location:

Great Bay

Requirements:

Epona

How to Get:

Find the boat of the Kau floating in the water in the Great Bay coast (look for the swarm of seagulls) and talk to him. Then play the Song of Healing for him, after you've heard his sad tale.

Properties:

The Zora Mask allows Link to morph into a Zora.

HIDDEN HOLES

Throughout the world of *Majora's Mask* you'll find strange holes in the ground: sometimes out in the open, or sometimes hidden beneath boulders, in the tall grass, or under a deep snowbank. Some holes are so well hidden that you have to open them up with a bomb! These holes are often marked by a ring of rocks or other items (such as snowballs!) and they rumble when you walk by them (if you have a Rumble Pak[®] connected to your controller, that is). The contents of these holes vary: Most of them contain treasure chests filled with Rupees or other rare goods, such as Bombchu. Some holes even provide an opportunity to win a Piece of Heart if you can defeat the monsters within or solve a puzzle. The following is a complete list of the Hidden Holes found in the game, including their contents, so that you can choose whether or not to investigate each hole!

TERMINA FIELD

Hole Location	Contents	Hole Location	Contents
North Termina Field, beneath the stone mushroom where you find Kamaro	Piece of Heart 	South Termina Field, SE corner, hidden beneath the long grass	20 Rupees 
North Termina Field, right of the North Clock Town entrance	4 Gossip Stones	South Termina Field, beneath the hollowed root	Cows
East Termina Field, on top of one of the pillars	Bombchu 	South Termina Field, along the wall between the entrance to the Woodfall Area and Milk Road	4 Gossip Stones
East Termina Field, near the wall between the Astral Observatory and the entrance to Ikana	4 Gossip Stones	South Termina Field, hidden in the long grass near the entrance of Milk Road (look for the butterflies and Deku Baba)	Piece of Heart 
East Termina Field, in front of the Astral Observatory	Piece of Heart 	West Termina Field, beneath a boulder in front of the gate to Great Bay	Piece of Heart 
		West Termina Field, north of the West Clock Town entrance beneath a boulder	4 Gossip Stones





WOODFALL AREA

Hole Location

Contents

Southern Swamp, SW of the Piece of Heart tree

20 Rupees

Southern Swamp, on the ground between the two large flowers, north of the Deku Palace entrance

20 Rupees

Woods of Mystery, Path for Day Two

50 Rupees

Deku Palace, NE corner of the Palace Gardens

Magic Beans



GREAT BAY AREA

Hole Location

Contents

Great Bay Coast, behind the fisherman's shop

20 Rupees

Great Bay Coast, cliffs near the Gerudo Fortress

Cows

Zora Cape, under a boulder near the Great Fairy Fountain

Bombchu

SNOWHEAD AREA

Mountain Village, on secret path up to Darmani's Tomb (springtime)

20 Rupees

Twin Islands, on path to the Goron Race Track

20 Rupees

Twin Islands, on island under an ice block

Hot Springs

Road to Snowhead Temple, after the second set of ramps

20 Rupees

IKANA AREA

Road to Ikana Canyon, beneath a boulder between the fences

Bombchu

Ikana Graveyard, stone circle near Skull Keeta's resting place

Bombchu

Ikana Canyon, near the entrance to the Secret Shrine

Bombchu



BESTIARY

The land of Termina is filled with monsters, some of whom will be familiar to *Zelda* veterans, and some that are completely new and indigenous to the Termina region alone. As with previous versions of the *Zelda* games, each monster has its own unique method of fighting and you must use different tactics to defeat it. The following table lists all of the monsters found in the game and strategies for defeating them.



NORMAL MONSTERS AND ENEMY UNITS

Name	Habitat	Strategies
Amos	Stone Tower Temple	Disturb their rest with a Goron Punch and they display unstatue-like behavior. Punch them once more, then stand back while they explode.
Bad Bat	Termina Field, Southern Swamp, outdoor areas	Bad Bat is the name given to any bat found outdoors in the world of Termina. Other than the name, they are the same as the Keese. Strike them with your Sword as they dive, or target them with a missile-type attack.
Beamos	Stone Tower, Stone Tower Temple	Throw a bomb at the Beamos' feet and then try to keep out of range of its laser beam and exploding head.
Big Octo	Southern Swamp	The Big Octo is a larger, more dangerous version of the Octorok. When you encounter these in the Woodfall Swamp Area, keep your distance! You'll have to wait until you have the Bow.
Bio Deku Baba	Great Bay Temple, Termina Field, Stone Tower Temple	Bio Deku Babas are scary! When you encounter them hanging from their pads, aim for their bodies instead of the stem holding them to the pad. If that fails, or if you encounter them already on the water's bottom, be prepared for a nightmare battle. Use Zora Link's Boomerang Attack for best results.
Black Boe	Woodfall and Stone Tower Temple, beneath the well	These are annoying little creatures of the dark. You can easily dispose of one with a single Sword strike. They travel in packs, however, so watch out for the ones that sneak up behind you! With the Stone Mask, you can make them forget you are even alive.
Blue Bubble	Termina Field (Night), Ikana Canyon (Night), Ikana Palace, Stone Tower Temple	One touch from a Blue Bubble curses you for a few minutes and renders you unable to use your Sword. Arrows and Hookshots are good methods for defeating these foes. To cure the curse, wait a few minutes or play the Song of Storms.
Blue Chuchu	Great Bay Temple	This Chuchu has nothing of interest in its belly, but it does make a nice stepping stone once frozen with an Ice Arrow.
Blue Tektite	Snowhead Mountain Area	Their quick jump attacks make it difficult to counterattack, but a couple of Sword swipes will do them in.
Death Armos	Stone Tower Temple	The Death Armos is equipped with panels that are sensitive to Light Arrows. Target these and when hit, the Death Armos flips upside down and tries to fall on you. Let him try, then dash away at the last moment—he then explodes.



Name

Habitat

Strategies

Deep Python

Pinnacle Rock

If you are on the ground, try hitting these giant eels from the side with Zora Link's Boomerang Attack. Otherwise, swim into their sides using Zora Link's Barrier Attack. Avoid their mouths at all costs—unless you enjoy being lunch!

Deku Baba

Woodfall Area,
Woodfall Temple, etc.

If you strike these insane plants when they are standing ramrod straight, you get a Deku Stick. If you destroy them in any other position, you win Deku Nuts. Most Deku Baba are fierce fighters and can cause a lot of damage when you are first starting your quest.

Desbreko

Gerudo Fortress,
Great Bay Temple

Picture a giant Skullfish surrounded by a swarm of smaller Skullfish. Zora Link's Boomerang Attack works great from afar, while a couple of hits with Zora Link's Barrier Attack is your best bet when up close.

Dixiehand

Great Bay Temple, Stone Tower
Temple, beneath the well

Watch out for these wraith-like hands whenever you are swimming through narrow channels. If they grab hold of you, they'll toss you away from your target. Zora Link's Boomerang Attack is the response of choice.

Dodongo

Termina Field

Send these giant fire-breathing lizards bombs from afar. You can also attack their lightly armored tails if you dare venture closer—watch out for their fiery breath and spiked tail, though!

Dragonfly

Woodfall Area, Woodfall
Temple, Stone Tower Temple

Avoid their electric stingers at all costs! Use arrows or the Deku Bubble to take them out from a distance.

Eeno

Termina Field (Day), Snowhead
Mountain Area (Night)

The snowballs these snowmen throw vary based on the Eeno's size. Bombs or a Goron Punch work well against them. The larger ones break off into smaller Eeno when hit.

Fire Keese

Beneath the well,
Stone Tower

Destroy these bats before they hit you or you'll face damage from the fire as well as the Keese's bite. They re-light themselves. If you fail to act quickly after one has attacked you.

Freezard

Snowhead Temple,
beneath the well

One whiff of the Freezards' icy blast encases you in ice for a short time. Keep out of reach of their icy breath and shoot them from afar with Fire Arrows.

Garo

Ikana Canyon

These ninja souls are known for their win-or-die attitude as well as their incredible speed and agility. Use targeting (with ) and your Shield to help you defend and dodge their attacks, then swoop in with a Sword attack of your own. Watch out for the bombs they use to destroy themselves after the battle!

Giant Bee

Snowhead Area (in
spring), beehives

If you shoot down a beehive, don't be surprised to find yourself surrounded by these Giant Bees. Swords work fine here, as do arrows.

Gibdo

Ikana Canyon,
beneath the well

Like the Re-dead, the Gibdo freezes its opponents with a look, then drags itself over for the kill. Use the Gibdo Mask to shield yourself from attacks. You can also talk to them when you wear the mask and learn interesting bits of information.

Golden Skulltula

Southern Swamp and
Great Bay Coast
(in special houses)

With one hit with a Sword, arrow, or Hookshot you can claim a Golden Skulltula token as proof of your kill.

 Green Chuchu	Termina Field, etc.	In the bellies of these jello monsters you find a bottle of Green Potion. Slash the Chuchu once to release this goody!
 Guay	Termina Field, Ikana Canyon, etc.	These purple birds like nothing more than to swoop down and peck Link to death. Shoot them with an arrow or hit them with your Sword when they come in range.
 Hiploops	Stone Tower Temple, Woodfall Area	Hiploops come in two flavors, with a mask and without. If you spot one with a metal mask, use your Hookshot to pull it off. Then defeat it with a couple of Sword strikes before it gears up to ram into you.
 Ice Keese	Beneath the well, Snowhead Mountain	Targeting with  and a Bow seem to work best against these monsters. If they touch you, you end up frozen. They can recharge their Freeze Attack.
 Keese	Beneath the well, dungeons, etc.	Keese are bats that reside in dungeons and other dark caves. Defeat them quickly with arrows or a Sword swipe when they dive down to bite you.
 Leever	Termina Field, Great Bay Area	When these monsters pop out of the sand, watch out! The Leever is ruthless in its pursuit of opponents and its speed makes it tough to attack. Epona, however, has no problem trampling them for you!
 Like Like	Great Bay Area	Come too close to these gelatinous tubes and they suck you right in. Like Likes are fond of eating Shields and other important pieces of equipment, so keep your distance or defeat them right away.
 Mad Scrub	Woodfall Area, Deku Palace	Mad Scrubs are Deku Scrubs gone bad. They live inside the Deku Flowers and spit Deku Nuts at anyone who ventures too close. Knock them off with arrows, Deku Bubbles, or a barrage of Deku Nuts of your own.
 Mini Baba	Woodfall Area, Hidden Holes, etc.	These are the tiny version of the fierce Deku Baba. They cannot move around at all, making them very easy to step around or dispatch.
 Nejiron	Ikana Canyon, Stone Tower Temple	They look like Gorons in the curl position, but they are much more nasty. Watch out for their explosive behavior or use the Stone Mask to avoid their notice.
 Octorock	Southern Swamp, Great Bay Temple, Ikana Canyon	Use your Shield to deflect their missiles back at them or just freeze them with an Ice Arrow. They make lovely stepping stones across water.
 Pea Hat	Termina Field	You can attack the Pea Hat only during the day, so plan accordingly. Its weak spot is the little knob underneath the ring of sharp spokes. Use arrows to attack there and try to stay out of this monster's way!
 Pea Hat Larva	Termina Field	At night the Pea Hat sleeps, so if you decide to attack then, prepare to face a swarm of Pea Hat Larva. Although small, these monsters attack in groups and can inflict quite a bit of damage. Use your Shield to push them back and then attack.
 Poe	Ikana Canyon, Stone Tower Temple	These ghosts can be very shy. If you target them (with ), hit them with a Sword when they spin close or use arrows to take them out from afar. You can only inflict damage on Poes when they are visible.
 Real Bombchu	Snowhead, Great Bay, and Stone Tower Temples; Ikana Canyon and Termina Field Area (Day)	One meeting with these mice and you'll understand where Bombchus come from. The only way to defeat these mice is from afar (or wear the Stone Mask to escape their notice altogether). Once they see Link, the bombs on their tails ignite and they'll do anything (including crossing water) to get to Link and explode.
 Red Bubble	Snowhead Temple	They look like skulls surrounded by magic flame. As with the Blue Bubbles, arrows and Hookshots are the way to go.



Strategies

Name	Habitat	
Red Chuchu	Termina Field, Southern Swamp, etc.	The Red Chuchu is a gelatinous creature with a Recovery Heart tucked away inside. When you defeat it with your Sword (or other weapon), you get the goody!
Re-dead	Ikana Canyon, Ikana Palace	These undead dancers are much like Gibdos. If they look at you, you freeze in place while it clings to you and attacks. Wear the Gibdo Mask or the Captain's Hat and you can pass right by them with no problem!
Shell Blade	Gerudo Fortress, Great Bay Temple	The soft ligament inside this oyster-like monster is its weak spot. Use Zora Link's Boomerang Attack to defeat it.
Skullfish	Great Bay Area, Great Bay Temple	If you swim in the waters of Termina, you'll likely encounter these skeletal fish. Use Zora Link's Barrier Attack to fry them to a crisp.
Skulltula	Clock Town, Woodfall Temple, etc.	If you've played <i>Ocarina of Time</i> , then you should know all about these giant spiders. The armor on their front is almost impenetrable, so aim for their back when they turn around.
Snapper	Mystery Forest, Woodfall Temple, etc.	Watch out for this monster's speed and sharp, razor-like spikes. Use a bomb to knock it on its back and then attack it with your Sword.
Stalchild	Oceanside Spider House, Ikana Graveyard	These skeletal remains pose little threat to a seasoned warrior like yourself. If you have the Captain's Hat, you can skip the battle and even talk to it.
Takkuri	Termina Field (outside Milk Road)	This thieving bird can be quite costly unless you approach him with care. If you defeat him, you win 200 Rupees. If he steals an item of yours, you can buy it back at the Curiosity Shop in Clock Town or just reset time.
Wallmaster	Beneath the well, Ikana Graveyard	These severed hands wait up on the ceiling for the chance to capture unsuspecting adventurers. Listen for their telltale groan and a growing shadow at your feet. Step aside at the last minute and destroy them with a couple of Sword hits. If you don't, expect to find yourself back at the dungeon's entrance.
White Boe	Snowhead Temple, Snowhead Area	This is the polar version of the Black Boe. They disguise themselves as snowflakes, but their glowing red eyes should give them away every time. They're easy to defeat except when they attack in swarms.
White Wolfos	Snowhead Mountain Area, Snowhead Temple	These are the polar version of the regular gray Wolfos. Hit them on the back for an easy, one-hit victory.
Wolfos	Southern Swamp (Night), Snowhead Mountain (in Spring)	A sharp Sword to the backside is what it takes to rid yourself of this menace. Stand just far enough back from his claws to make him perform his Slash Attack. When his back is turned at the end of the attack it's your turn to retaliate.
Yellow Chuchu	Great Bay Temple, Stone Tower Temple	Hit once and you can get the arrows stored in their translucent bellies.

SUB-BOSSSES

Name

Habitat

Strategies

4 Poe Sisters

Ikana Canyon

Attempt this minigame in the Spirit House and you'll have your fill of Poes. Defeat Amy with arrows once she appears and remains stationary. Beth and Jo are easily defeated with Sword strikes as they hurtle across the room in a Spin Attack toward you. Meg is the hardest. Ready your Bow or Hookshot and then shoot Meg and her lookalikes as they circle around you. Four lucky hits should do it.

Big Poe

Beneath the well,
Ikana Graveyard

Use your Sword to stop Big Poe's Spin Attack and inflict damage. If fighting one from across a room, use your Bow.

Boss Garo

Stone Tower Temple,
Secret Shrine

As you would expect, a Boss Garo is a much larger, faster, and stronger version of the already difficult Garo. Target (with [Z]) and shield (with [L]) to dodge his attacks, and when you can catch him looking around for you, shoot him with a Ice Arrow and slash him with your Sword.

Dinofos

Secret Shrines in the
Woodfall and
Snowhead Temples

Target (with [Z]) these lizard warriors and make your move when they are open to attack. The first time you meet them, they present quite a challenge, but the rest of the time, they are easy to take out.

Eyegore

Stone Tower Temple

Draw close to this monster then wait until its eye turns yellow to shoot it with an arrow in the eye. Watch out for the chunks of asphalt it dredges up, and dodge its laser beam attack.

Floormaster

Ikana Palace

When this monster glows green, step out of its way or it will ram you hard. Slice it with your Sword, then quickly defeat the three tiny Floormasters that it splits into. If you delay, they reform into a big Floormaster all over again.

Gecko

Woodfall and
Great Bay Temple

The Gecko doesn't fight alone. After an attack or three, it calls up all its friends to help it out. In the Woodfall Temple, use bombs or the Deku Flowers to separate it from its Snapper buddy, then shoot it from the ceiling with arrows. In the Water Temple, freeze the bubble of Mad Jelly before it detaches itself from the ceiling. Then run over and hit the Gecko before it can call the Jellies back together.

Gerudo Pirate

Gerudo Fortress

These pirates are known for speed and agility with their Swords. When attacked by one, be sure to defend against their attacks while slipping your own in. With the Gilded Sword, you can take them out with two or three attacks of your own.

Gomess

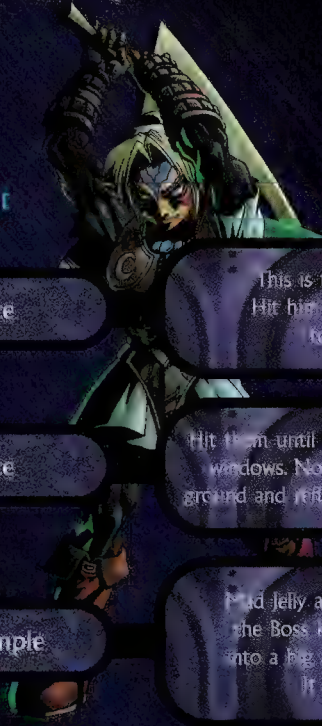
Stone Tower Temple

First, do something about that coat of Keese it wears! Strike it with a Light Arrow, then run up and hit it with your Sword. Use your Bunny Hood to keep up with him and watch out for his wide, long-reaching Sword strikes.

Iron Knuckle

Ikana Graveyard,
Link Dungeon (Moon)

The Iron Knuckle is an automated killing machine. It is weakened by the Song of Storms. Because you cannot shield against their attacks, dodge and then go in for the kill when there is an opening.



Name

Habitat

Strategies

King of Ikana

Ikana Palace

This is the stronger version of the King's Servants. Hit him until he faints, then use your Mirror Shield to shine sunlight onto his prone body.

King's Servants

Ikana Palace

Hit them until they faint and then burn the curtains covering the windows. Now repeat the process, knocking them out on the ground and reflecting sunlight onto them with your Mirror Shield.

Mad Jelly

Great Bay Temple

Mad Jelly assists the Gecko in his fight to keep you from the Boss key in the Great Bay Temple. When it congeals into a big wad on the ceiling, freeze it with an Ice Arrow. It dissipates once you defeat the Gecko.

Skull Keeta

Ikana Graveyard

Wake Skull Keeta with the Sonata of Awakening then prepare for a chase. Use Fire Arrows to slow him down until you can get close enough to hit him with your Sword. Watch out for his Hip Drop-style attack!

Wart

Great Bay Temple,
Secret Shrine

Wart is a big eye that shields itself with many pink bubbles. To get to the eye, knock off and squash the bubbles. Then use your Sword or Bow to attack the eye when it's open.

Wizrobe

Woodfall, Snowhead,
and Stone Tower Temples;
Secret Shrine

This sub-boss makes frequent appearances in the game, but he never changes his tactics. The first stage has him jetting from teleporter to teleporter then shooting a magic attack (fire or ice-based, depending upon the dungeon) at you. Figure out his destination first and then hit him with your Sword before he can cast his spell. The second stage begins with the Wizrobe summoning some decoys to keep you off his track. Don't follow the decoys, instead look over the teleporters for the Wizrobe's spinning form then run over and attack.

BOSSSES

Odolwa

Woodfall Temple Dungeon

Goht

Snowhead Temple
Dungeon

Gyorg

Great Bay Temple
Dungeon

Twinmold

Stone Tower Temple
Dungeon

BIG BOSS

Majora's Mask

Moon

note

Looking for strategies on the Boss Monsters? Look at the end of the sections dealing with the Temple dungeons for tips on defeating their Bosses. To learn how to defeat Majora's Mask, rip open the sealed section!

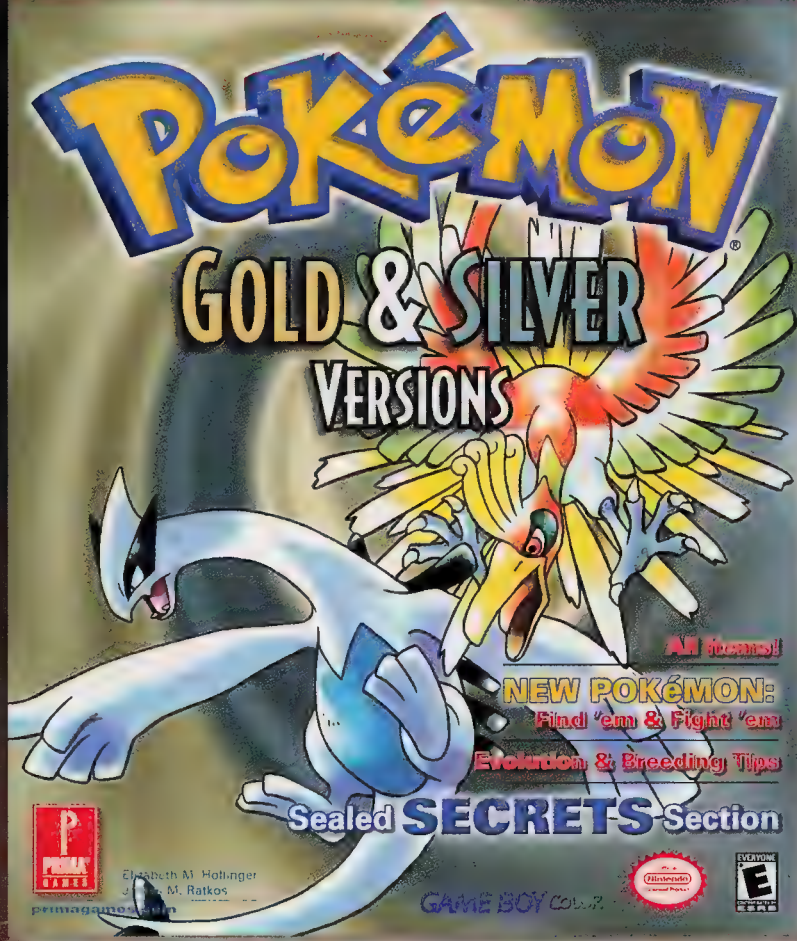




WE'VE GOT STRATEGY COVERED



PRIMA'S OFFICIAL STRATEGY GUIDE



WE'VE GOT STRATEGY COVERED

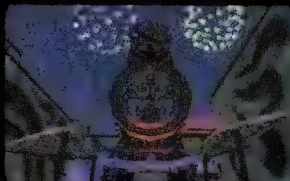


THE SECRETS BEHIND THE MASK

The following pages reveal information about Link's final confrontation with Majora's Mask, including his final transformation. Also revealed are solutions for the Keaton's questions and the locations of all 30 Golden Skultulas for each of the Spider Houses.

This section has been sealed to prevent you from uncovering this information until you want it. But, if you're stuck or stumped, break the seal and expose the secrets within.





After retrieving the Remains' Masks of the four deities from within the Temples, you are ready to confront the Skull Kid once more, this time in a battle to the bitter end!

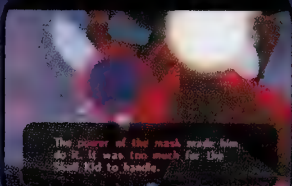
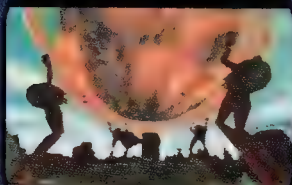
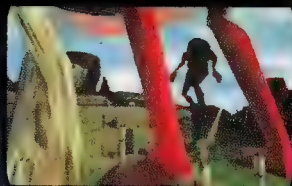
In a series of events that seem to keep repeating themselves, you make your way to the top of the Clock Tower at midnight on the Final Day, what was to be the start of the carnival. Once again, the Skull Kid is waiting, gleaming with unnatural delight at the destruction that is about to take place.

As the battle commences, Tael's repeat calling of the four giants from the regions where you gained the Remains' Masks stirs something in the back of your mind—something the first giant told you after you defeated Odolwa. And so, you pull out the Ocarina of Time and start playing the Oath to Order.

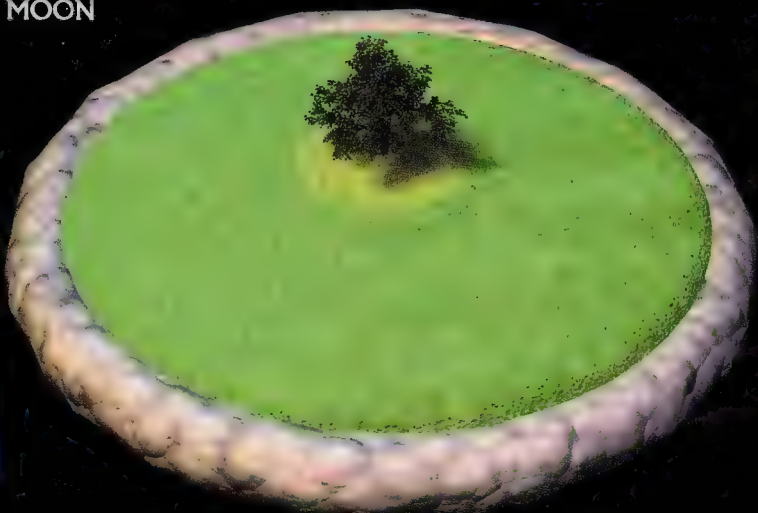
As the melody resonates throughout the night, a stillness falls over Termina and then *it* begins. The ground begins to rumble and *they* come. The four mighty giants from the north, south, east, and west converge on Clock Town and, using all their strength, stop the Moon's descent. Just in time!

As Link, Tatl, and Tael come to grips with the wonder that has just occurred, the collapsed form of the Skull Kid slowly begins to flow and then, like a snake shedding its skin, Majora's Mask discards the crumpled form of the Imp. But before anyone can react, the entity that is the mask creates a pathway and transports itself to the Moon, still cradled by the four giants.

Without hesitation, Link and Tatl follow before the glowing pathway disappears.



MOON



The Prairie

You find yourself in a huge field, with a single, large tree at the top of a small hill off in the distance. Proceed to find four children running about, bearing the masks of the guardian creatures that you defeated in each of the Temples.

Pick one and chat with him to find that they are amazed at your collection of masks and wish to relieve you of your prizes.



NOTE

To complete the game, you must have collected at least 10 masks (not counting the three transformation masks). This is the minimum you need to access each of the children's places to play hide-and-seek.

Upon giving up the requested number of masks, you will be teleported to a play area for a game of hide-and-seek. You must navigate through each of these small dungeons to find the child waiting at the end.



NOTE

Each child requests a different number of masks. The child wearing the Odolwa Mask wants one mask, the Goht child wants two, the Gyorg child, three, and the Twinmold child four. Once you complete their game, they ask for more masks (the same number as before). Keep this in mind, especially if you only have collected 10 masks, so that you don't run out of masks before playing with all four children.



DEKU DUNGEON

Deku Hide-and-Seek Dungeon

Requires: One Mask

To find this Moon child, don the Deku Mask and push your gliding skills to the limit. Remember, the yellow Deku Flowers allow you to glide farther than the pink ones. And to reach both the exit and the Piece of Heart, you need to dive into the Yellow Deku Flower on the second spinning arm.

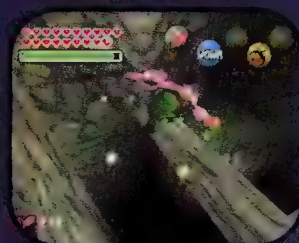


Tip

Try to land on the second set of rotating Deku Flowers directly after the top has passed over. This gives you more time to dive into the flower before it swings around again and bars you off the platform, making you start all over again.

NOTE

Stepping into the blue warp hole near the beginning of each of the mini-dungeons transports you back to the prairie.





Goron Hide-and-Seek Dungeon

Requires: Two Masks

This is the most difficult portion of the entire game (that is, until you know the secret listed below).

If you're just looking to get through the track and don't care about the Piece of Heart, all you have to do is throw on the Goron Mask and roll to Point A. From there, cross the catwalk to the warp hole between the two Gossip Stones (Point E). Walk around the warp hole and line yourself up to roll due east over one last ramp and onto the platform with the exit.

For the rest of you, there are two ways to get to Point B. The first is to continue past Point A, take the wide right turn, and make the next jump, or you can stop at Point A, and then travel down the catwalk to Point C and then walk back to Point B.

The reason for starting all the way back after the ramp is to allow for a enough track to gain speed and successfully clear the jump at Point D.

Once you've cleared Point D, stop and walk to the end of the next turn. From there, line yourself up, pointing due north and roll straight to clear the three ramps and pinball left off the chest to clear the final gap to collect the Piece of Heart.

After collecting the Piece of Heart, line yourself up between the four clay jars to head due south. After making the jump, come to a complete halt and cross the catwalk to Point E.



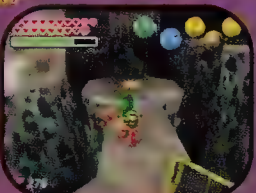
Tip

Once you reach maximum speed (where the spikes pop out), let go of the control stick to maintain a straight and steady heading. This allows you to rebound off the first three treasure chests without having to do a thing!



Tip

Jumping into any of the warp holes located throughout the track starts you back at the beginning of the course, pointed in the proper direction for the first jump. The bonus is that after you've warped once, you also return to this same starting position if you fall off the track.



GORON DUNGEON



Zora Hide-and-Seek Dungeon

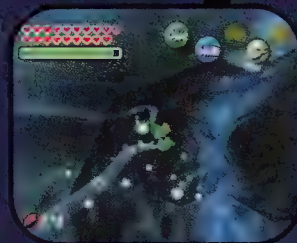
Requires: Three Masks

In this relatively straightforward dungeon, simply navigate the series of interconnecting tubes to reach one of six rooms. However, the current is swift and requires the use of the Zora Mask to navigate the tunnels with precise control.

To reach the Piece of Heart, allow the current to push you down the first right fork in the tunnel. After that, keep pushing to the left side to hold your course. At the end of the tunnel is a chamber with the Piece of Heart hidden behind the Gossip Stone.

After collecting the Piece of Heart, swim out of the north end of the chamber to return to the beginning of the course. Dive in, swim right, and then push left past the next intersection before allowing the current to carry you into the right tube at the third crossing to where the Moon child awaits.

ZORA
DUNGEON



Link Hide-and-Seek Dungeon

Requires: Four Masks

This dungeon tests all the abilities you've learned so far. Each chamber contains a mini-boss or puzzle that you've previously faced.

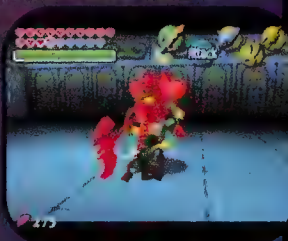
After collecting some useful items from the clay jars, proceed into the first chamber to defeat the Dinofos. A mere two hits with the Gilded Sword dooms this fire-breathing lizard.

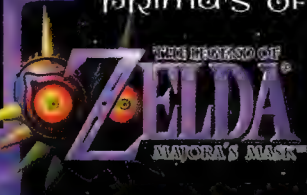
As you enter the second chamber, a Garo leaps down to engage you. Avoid its attack to leave it defenseless as it looks around in bewilderment. Use this to your advantage and attack quickly. After dealing the final blow, remember to back away so you don't get caught in the suicidal explosion that follows. Then hookshot yourself up to the balcony using the chest and proceed into the next room.

Iron Knuckles is back as the dungeon's final enemy. To defeat it, you must be quick on your feet and avoid the mighty axe that it wields. Hit it repeatedly to wear it down and destroy its protective breastplate. Be warned that its speed and mobility increase once the heavy armor is shed.

After defeating Iron Knuckles, grab the Bombchu that materializes inside the chest. You need them to explode the cracked wall section and expose the eye switch underneath. Once the eye switch is exposed, shoot it with an arrow to trigger the hidden ladder leading to the balcony.

Enter the next chamber and collect the Piece of Heart lying on the ground. Then send a Bombchu up the wall to uncover the frozen eye switch on the ceiling. Shoot a Fire Arrow to melt the ice and trigger the switch to unlock the door behind the Gossip Stone.



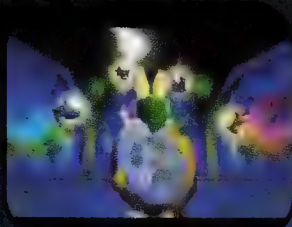


Good Guys and Bad Guys

After finding all of the masked children and returning to the prairie, you see another child sitting against the tree wearing Majora's Mask. He tells you that your masks are weak, but he will play with you anyway.

Majora's Mask

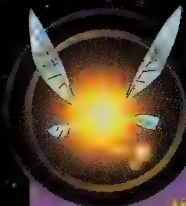
Before you can act, the four Remains' Masks fly from your body and take their places on the surrounding wall. Then, Majora's Mask springs to life and the battle begins!



While flying around in a buzz-saw fashion, the best you can hope for is to block the attack with your Shield. The mask itself is protected, so aim for the softer backside of this tentacled monster.

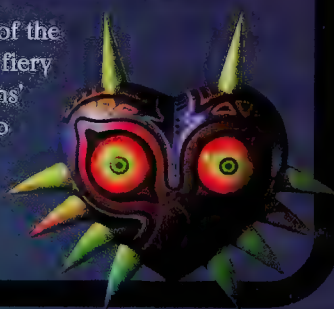
After you score three successful hits, the Remains' Masks fly off the walls and start shooting blasts of energy while Majora's Mask begins to unleash a stream of fire.

Using the power of the Mirror Shield, reflect the fiery attack back at the Remains' Masks or Majora's Mask to damage them.



Tip

Eliminate the Remains' Masks as soon as possible. This allows you to focus your attention on Majora's Mask. You show with the Hero's Bow strings shoot each dead enemy's mask for good.





Finishing a Majora's Incarnation

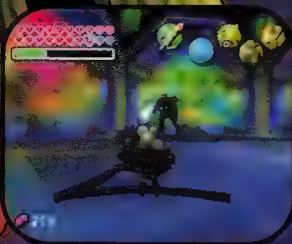
After you successfully reflect three attacks, the mask transforms into Majora's Incarnation, a hideous creature with long, gangly arms and legs. It runs around the room like a chicken and taunts you, pausing only long enough to unleash a volley of energy blasts.

Using the Spin Attack, charge up your Sword to unleash a ring of energy, strike down the gigantic monstrosity, then finish it off while it lies sprawled on the floor.

Majora's Wrath

Another three blows sends the mask into a frenzy, and it transforms into its final form, Majora's Wrath. With incredibly long whip-like tentacles for arms, the monster can wrap you up and pull you in from across the room.

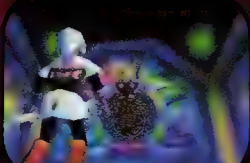
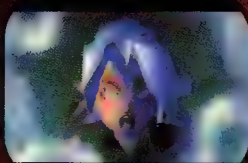
Use Light Arrows to stun it, then rush in to attack with your Sword. If you start to run low on magic, break open one of the clay jars found near the walls of the chamber.



NOTE

If you collected all 23 masks, and subsequently gave them all to the Moon children, the child wearing Majora's Mask awarded you with the Fierce Deity's Mask.

It transforms you into the ultimate version of Link and you can defeat all three of Majora's incarnations with little effort.





The Keaton's Questions

Below are the correct answers to all the different questions the Keaton asks when you play his game.

What time does Romani go to bed?	8 o'clock
What time does Romani wake up?	6 o'clock
How many levels will the festival tower be at the end?	4
What is the Tingle's spell?	
"Tingle, Tingle..." what?	Kooloo-Limpah!
What tribe does Darmani belong to?	Goron
Which weapon does Romani practice with?	Bow
How many balloons does Romani use for practicing?	1
What tribe does Mikau belong to?	Zora
What kind of instrument does the Skull Kid use?	Flute
What is the name of the song that Romani teaches Link?	Epone's Song
What is Anju's habit?	Apologize right away
What is Anju's non-favorite thing to do?	Cooking
How old is Tingle?	35
Is Tingle left-handed or right-handed?	Right-handed
How many posts are there in Clock Town?	5
How many cows are there in Romani Ranch?	3
How many cow statues are there in Clock Town?	10
What is the name of the lead singer of the Zora band?	Lulu
How many chickens are there in the Cow Shack?	1
How many people are there in the Zora band?	5
What is the name of the Vintage Milk?	Chataeu Romani
What is the nickname for Link at Romani Ranch?	Grasshopper
What is the name of the festival in Clock Town?	Carnival of Time
What does the Bomb Shop owner call her mother?	Mama
What is the name of Clock Town's mayor?	Dotour
What is the name of Anju's father?	Tortae
What is the name of the Bombers' leader?	Jim
What color are Tingle's pants?	Red
Where does Cremia bring the milk bottles?	Milk Bar
What is the name of the hotel in Clock Town?	Stock Pot Inn



Below are the locations of all 30 of the Golden Skultula tokens for each of the two Spider Houses. If an item is listed, you need that item to acquire that token.

Swamp Spider House

1	A	In the water	
2	A	On the pillar	
3	A	In the clay jar	
4	B	In the crate	
5	B	On the wall	Magic Bean, bottle of water
6	F	Behind the torch	
7	F	On top of the stone wall section	
8	E	On the pillar	
9	E	On the wall	Hero's Bow, Deku Mask
10	G	On the wall	
11	G	In the beehive on the ceiling	Hero's Bow
12	G	In the beehive on the ceiling	Hero's Bow
13	C	In the clay jar	
14	C	On the wall, in the room behind the vines	
15	C	In the big vase	Goron Mask
16	C	In the big vase	Goron Mask
17	D	On the pillar	
18	H	In the beehive on the ceiling	Hero's Bow
19	E	In the crate	
20	D	On the wall	Hero's Bow, crystal switch in room H
21	H	On the wall	Magic Bean, bottle of water
22	I	In the bushes	
23	I	In the bushes	
24	I	In the tree	Goron Mask
25	I	In the tree	Goron Mask
26	I	In the tree	Goron Mask
27	I	In the beehive in the tree	Hero's Bow
28	A	In the hole on the wall	Bottle of bugs
29	A	In the hole on the wall	Bottle of bugs
30	E	In the hole on the wall	Bottle of bugs

Oceanside Spider House

1	A	On the wall in the slanted passage	Hookshot
2	A	On the wall in the slanted passage	Hookshot
3	A	On the ceiling behind the cobwebs	Hookshot
4	B	On the wall, behind the mask	
5	B	On the ceiling beam	
6	B	In the vase	
7	B	In the vase	
8	C	On the wall, behind the picture	Hookshot
9	C	In the hole behind the three bookshelves	
10	C	In the ledge near the top of the wall	Hookshot
11	C	In the passage behind the bookcase	
12	C	In the passage behind the bookcase	
13	C	On top of the bookcase	
14	C	In a hole in the wall	Hookshot
15	E	In the ledge near the top of the wall	Hookshot
16	E	In the vase	
17	E	Behind the mask	Hookshot
18	E	In the hole behind the cobwebs	Hookshot
19	F	On the ceiling above the cobwebs	
20	F	In the crate	
21	F	In the room behind the crate	
22	F	On the wall	
23	F	In the clay jar	
24	F	In the clay jar	
25	D	On the chandelier	Goron Mask
26	D	On the chandelier	Goron Mask
27	D	On the chandelier	Goron Mask
28	D	In the ledge near the top of the wall	
29	D	In the big vase	Goron Mask
30	D	Behind the picture on the wall	



NOTE

In room X, you must perform the Sonata of Awakening to get the Deku Scrub to wake up so that you can use the Deku Flower and glide to the platform above.





SWAMP SPIDER
HOUSE
FIRST FLOOR



SWAMP SPIDER
HOUSE
SECOND FLOOR



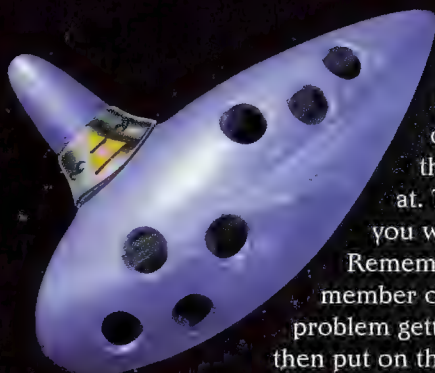
OCEANSIDE SPIDER HOUSE FIRST FLOOR



OCEANSIDE SPIDER HOUSE BASEMENT



OCARINA SONGS AND THEIR USES



The Ocarina plays an important role in *Majora's Mask*. Songs played on it can manipulate time, heal the cursed, call down storms, or just whisk you from one location to another. There are 10 songs to learn during the course of the game and 3 more songs that are only hinted at. This chapter will teach you all of the game's songs and tell you where you learn them and how they are used in the game. Remember, some of these songs only have power when played by a member of the community they come from. If you are having a problem getting a song to work, think back to where you learned it and then put on the appropriate mask.

Elegy of Emptiness



How to Obtain: Defeat the Ikana King in the Palace Ruins in Ikana Canyon.

Uses:

Creates a shell of Link's current form (i.e., shells of Link, Deku Link, Zora Link, and Goron Link). This is used in the Stone Tower and Stone Tower Temple.

Epona's Song



How to Obtain: Win Romani's horseback archery challenge on the First Day at Romani Ranch.

Uses:

-  Summons Epona anywhere on Termina Field.
-  Fills a bottle full of milk when played for any of the cows in the game.
-  This song also summons a Fairy when played in front of a Gossip Stone.

Goron Lullaby



How to Obtain: Unfreeze the Elder Goron to learn the first part, then play it for his son to learn the rest.

Uses:

- ✦ Puts the Elder Goron's son and the BigGoron in front of the Snowhead Temple to sleep (when played as Goron Link).
- ✦ Changes the color of the Gossip Stones in the four holes on Termina Field (when played as Goron Link).



New Wave Bossa Nova



How to Obtain: Rescue the seven Zora Eggs and return them to the Marine Research Lab.

Uses:

- ✦ Awakens the turtle to take you to the Great Bay Temple (when played as Zora Link).
- ✦ Use to change the color of the Gossip Stones in the four holes on Termina Field (when played as Zora Link).

Layered Song of Time



How to Obtain: This is one of the game's hidden songs. The Scarecrows in Clock Town give you a big hint about it.

Uses:

- ✦ This song fast-forwards time to the next time period (i.e., 6 a.m. or 6 p.m.).



Oath to Order



How to Obtain: Learn this from the Giant freed when you complete the Woodfall Temple.

Uses:

- ✦ Calls the four Giants to the Clock Tower. Used after midnight on the Final Night to go to the Moon once you've cleared all four temples.



note

We've provided this empty staff for you to fill in the notes of your favorite Scarecrow's Song. Remember, every time you reset time, you'll have to re-teach the song to the Scarecrow.

Scarecrow's Song



How to Obtain: If you played *Ocarina of Time*, then you should be familiar with the Scarecrow's Song. This is a song that you create and teach to one of the Scarecrows in Clock Town. Then, when you need a Scarecrow to hookshot to, you can try to summon one. Certain areas in the game can only be reached in this manner. Resetting time also resets the Scarecrow's Song, requiring you to teach it to the Scarecrow all over again.

Uses:

Use to summon a Scarecrow that you can use to hookshot over to. This only works in specific locations.

Sonata of Awakening



How to Obtain: Learn this from the monkey captured by the Deku King.

Uses:

- Summon the Woodfall Temple (when played as Deku Link).
- Wake the sleeping Deku Nut in the Swamp Spider House and Skull Keets in the Ikana Graveyard.
- Changes the color of the Gossip Stones in the four Hidden Holes on Termina Field (when played as Deku Link).

Song of Soaring



How to Obtain: Talk to the Owl outside the entrance to Woodfall. The song is chiseled on the stone beneath him.

Uses:

- Warps to activated Owl Statues. Owl Statues are activated when Link strikes them with his sword.
- When you are within a Temple, use this to return to the entrance.



Song of Storms



How to Obtain: Talk to Flat beneath the First Day's gravestone in the Ikana Graveyard. The song is written on his tombstone.

Uses:

- Summons rainstorms.
- Heals Sharp in Ikana Canyon.
- Can heal you of the Blue Bubble's curse.
- This song also summons a Fairy when played in front of a Gossip Stone.



Song of Time Inversion



How to Obtain: This is one of the game's hidden songs. The Scarecrows in Clock Town give you a big hint about it.

Uses:

- Slows time down by one-third.

Song of Time



How to Obtain: Link remembers Zelda teaching him this tune when he recovers his Ocarina from the Skull Kid.

Uses:

- Restarts time back at 6 a.m. on the First Day and saves the game.

Song of Healing



How to Obtain: The Happy Mask Man teaches Link this song on the first morning after he recovers his Ocarina.

Uses:

- This song heals people suffering under mask-related curses. Use this song to get the Deku Mask, Goron Mask, Zora Mask, Kamaro's Mask, and Gibdo Mask.
- This song also summons a Fairy when played in front of a Gossip Stone.







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